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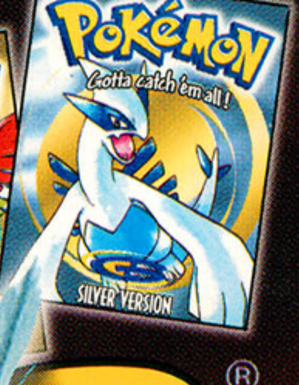

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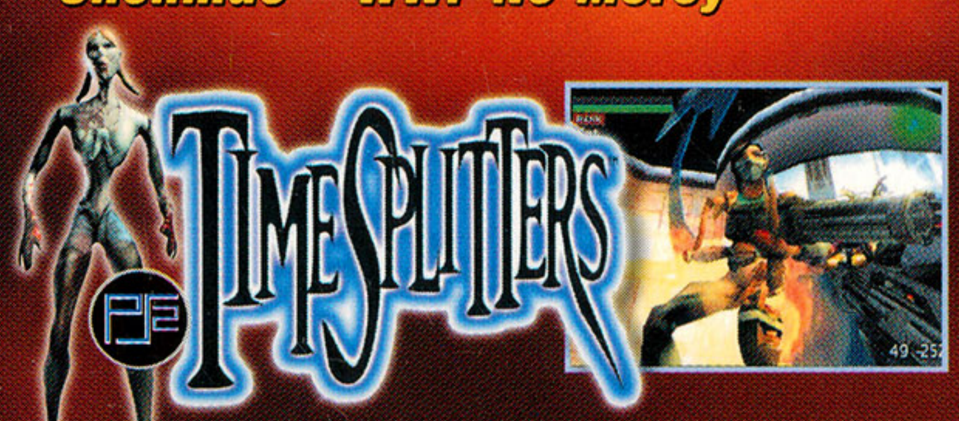

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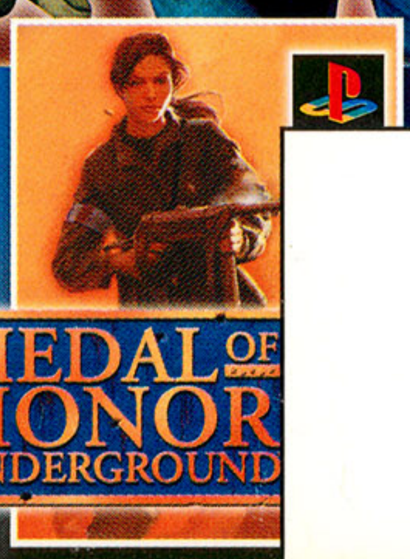

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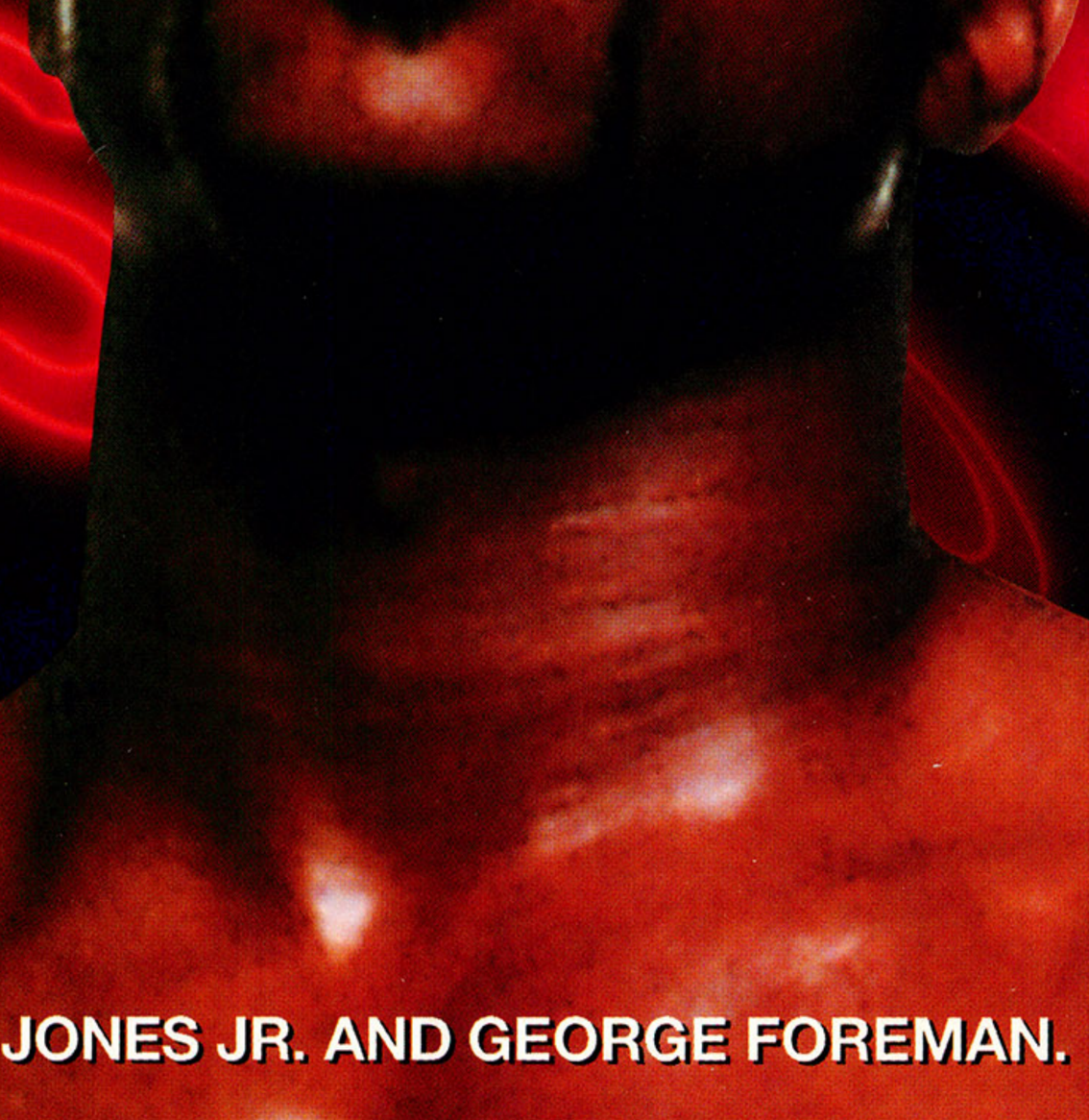

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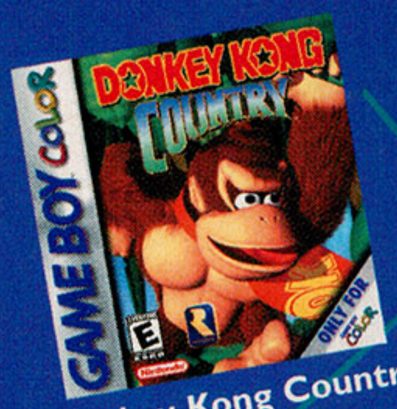

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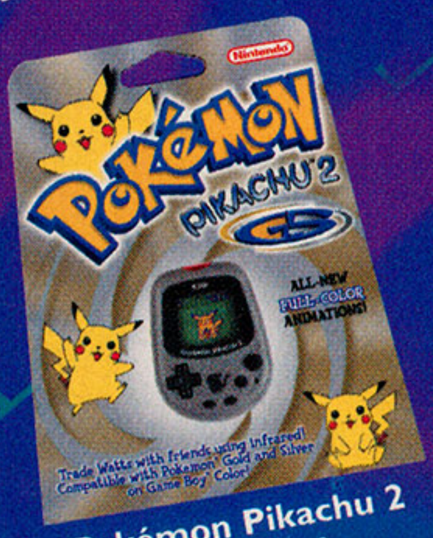

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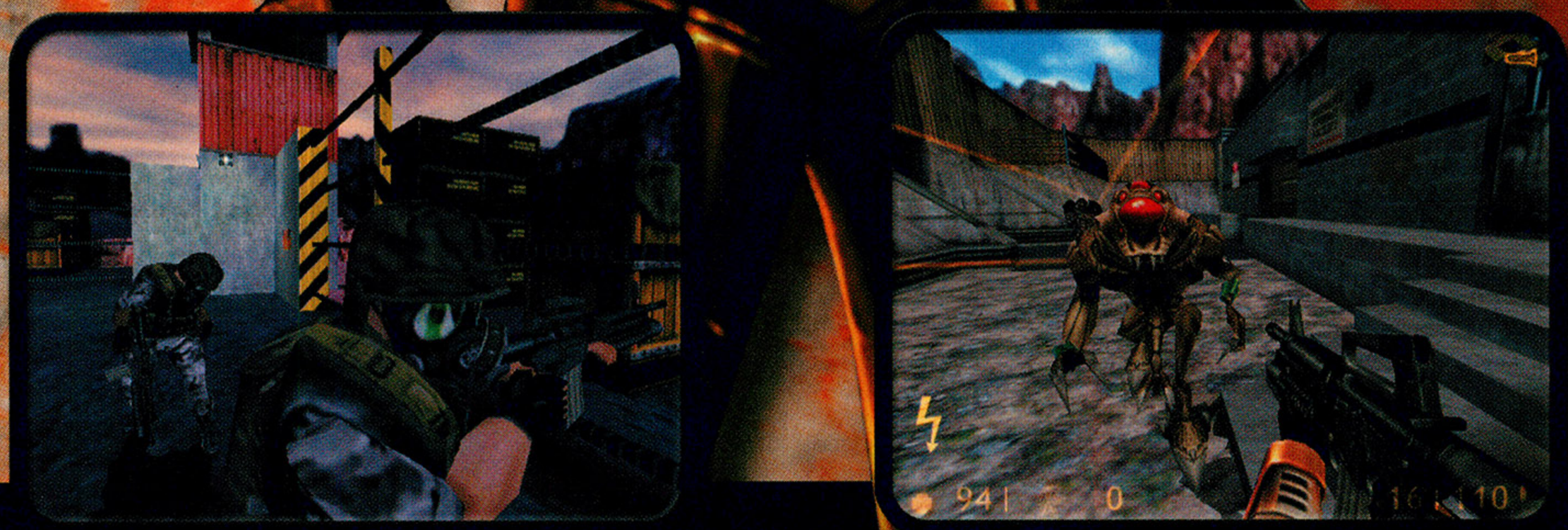

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Sound: Critiques the music and sound effects.

Control: Rates how the interface and control-pad commands affect the action and fun.

Fun Factor: Are you going to have a good time playing this game?

ESRB Rating System

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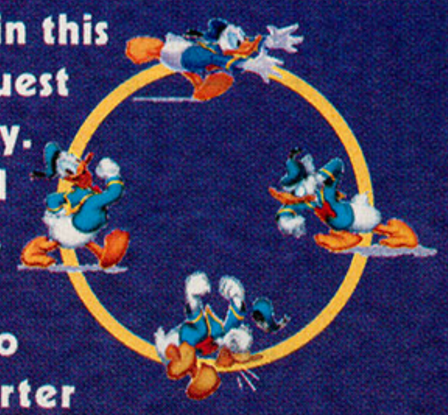

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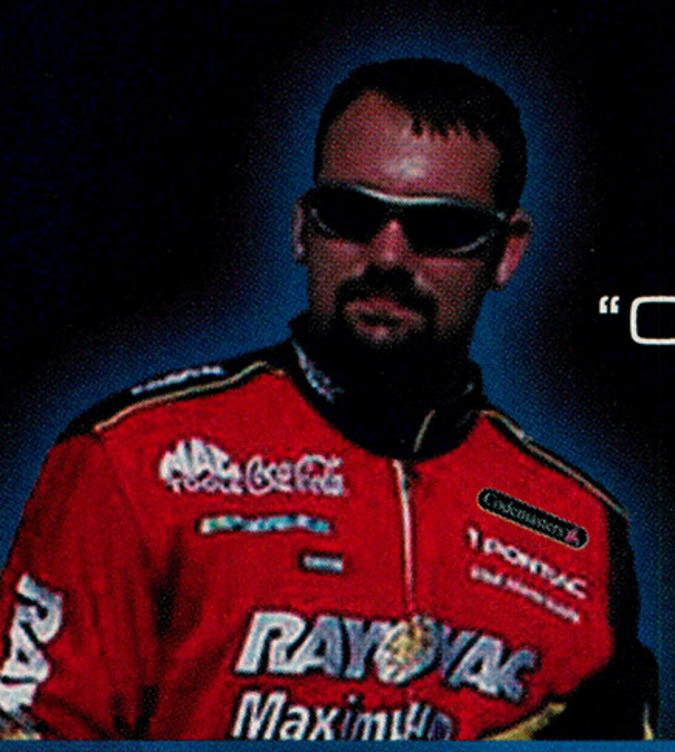

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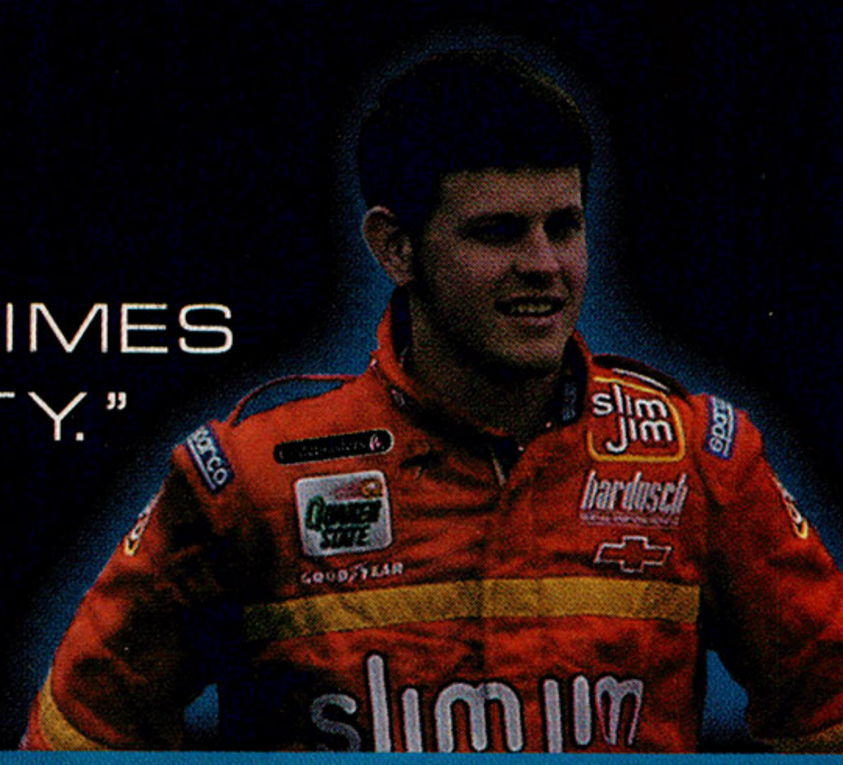
"THIS GAME IS REAL, AND SOMETIMES THAT ISN'T PRETTY."



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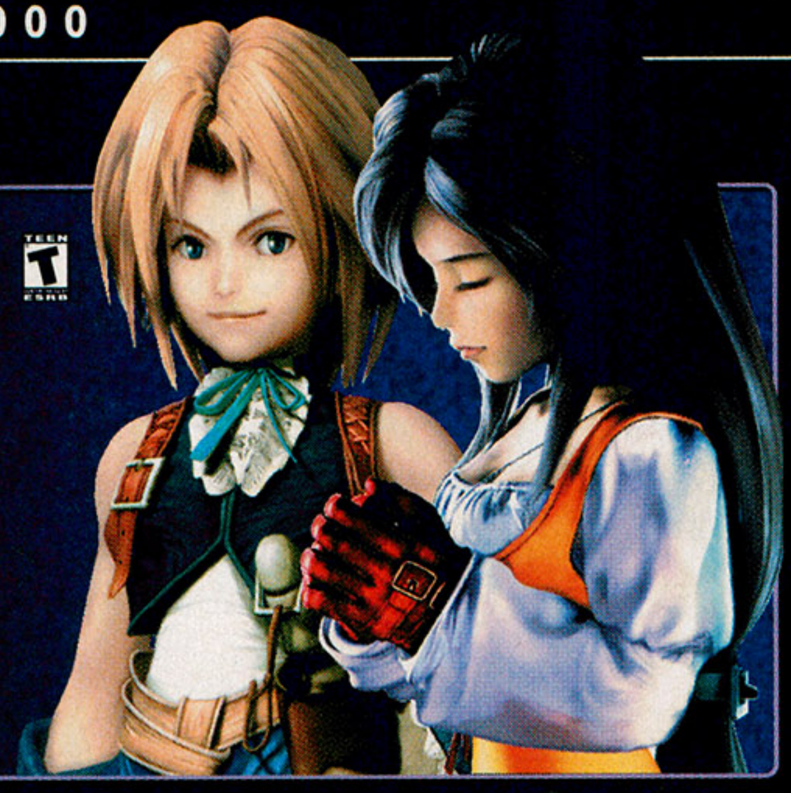

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Final Fantasy makes its final appearance on the venerable PlayStation with an epic adventure worthy of the greatest role-playing series in game history. Uncle Dust has the review—and some strategy—for the most anticipated RPG of the year.

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64 *GamePro*'s Third Annual Controller Torture Test

Here's our version of *Survivor*: Twenty-seven controllers for four systems are stranded in the *GamePro* offices. After hours of rigorous testing, followed by outright abuse, some will win, some will be voted off—and some will be utterly destroyed.

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S.W.A.T.PRO

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Cover art courtesy of SquareSoft

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Games

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- WWF SmackDown 2: Know Your Role (PlayStation)
- Hey You, Pikachu (N64)
- WWF No Mercy (N64)
- The World Is Not Enough (N64)
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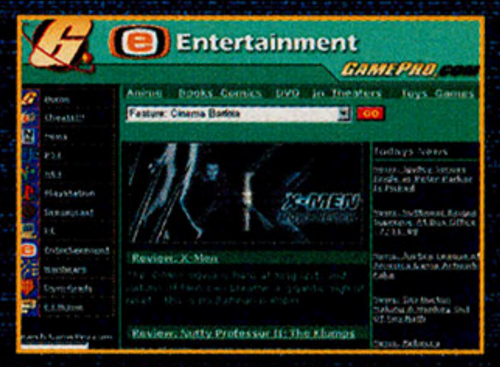

Entertainment

Our entertainment site is packed with reviews of all the hottest movies, including new releases, DVDs, and anime. We also have can't-miss toy and comic reviews.

This Month

- In Theaters—*How the Grinch Stole Christmas; Unbreakable*
- DVD—*Chicken Run*
- Anime—*Mobile Suit Gundam Wing DVD Operation 4; Pokémon: The Movie 2000*
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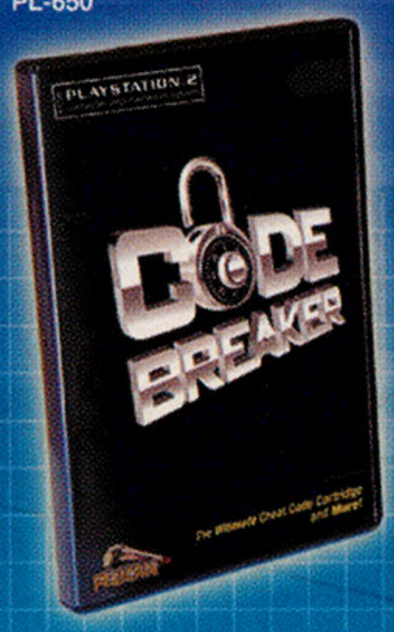

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- Compatible with other manufacturers game codes

PL-392

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- **Licensed for PlayStation® Game Console**
- Compatible with PlayStation® 2 Game Console
- Dual Vibration Motors
- Gas & Brake Analog Paddles
- Rubberized Steering Grips
- Digital Acceleration Gauge for Floor or Table-Top Play

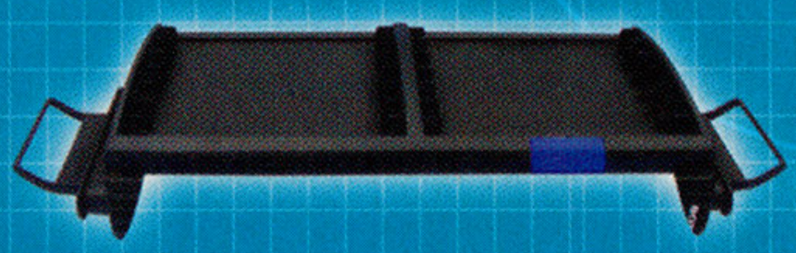
FEATURING
TCS
(Traction Control System)
Minimizes oversteer, improves handling on the tightest curves.

PL-625

SYSTEM SELECTOR

- Cool designer look
- 4 S-Video/AV Inputs
- Interchangeable name plates for identifying each system

PL-637



DVD/CONTROLLER STORAGE

- Cool design
- Holds up to 14 DVD cases and two PS2 controllers

PL-609

Featuring:
Controller Pass-Thru Port

DVD REMOTE

- Fully functional Wireless DVD Controller Allows Simultaneous Use Of PS2 Controller And DVD Remote
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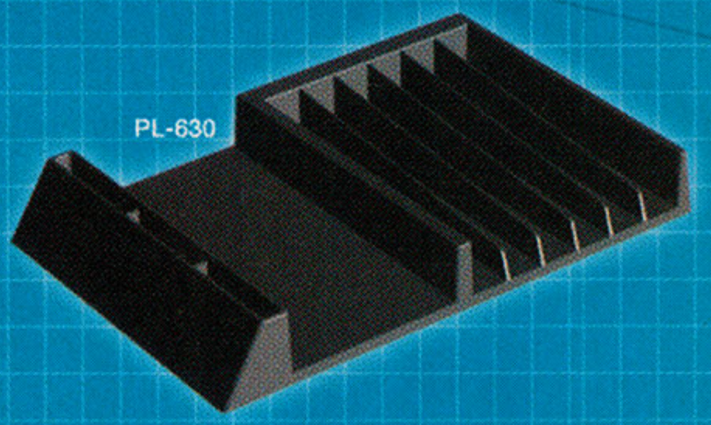

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Animated Violence
Animated Blood and Gore
Suggestive Themes

PlayStation

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Official Dreamcast Magazine

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www.dailyradar.com

"...this will indeed be the first epic RPG on Dreamcast."

www.ign.com

"Grandia II is easily the most impressive next-generation RPG we've seen, and the first true RPG epic for a next-generation console."

www.thegia.com

"Take a new look at what is surely the best-looking RPG yet on a next-generation console..."

Gamer's Republic Online

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GameFan Magazine

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GamerWeb.com

"If you want your copy of Grandia 2 this holiday season, don't expect Santa's little elves to make you a special copy, pre-order it now or you may not get it until late January."

www.GA-Console.com

Critically acclaimed and over 2 years in the making, Grandia™ II arrives December 2000.

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Head 2 Head

Editor's Letter

The Smart Way To Play Video Games

GamePro's goal is to provide you with all the cutting-edge info you need to be a gold-medal gamer, an in-the-know expert, and a smart video game consumer—in other words, a real GamePro. Part of being a 'Pro is having the smarts to purchase the games you know are appropriate for your age. That's why GamePro supports the Entertainment Software Rating Board (ESRB) ratings system.

We think that all of you GamePros and conscientious gamers are aware of the ESRB ratings of the games you choose to play. But to help you and your families get a better handle on game content, we've made a few changes to *GamePro* magazine.

First of all, in ProReviews the ESRB rating now appears inside the ratings box alongside the *GamePro* review "faces." In this way, you'll be able to tell at a glance what age group a game is meant for.

We realize that older gamers and parents have an interest in determining for themselves what is appropriate game content. So, whenever we review a Mature-rated game, we'll give you an idea in our analysis of the game of what specific content earned that M-rating.

You'll also find ESRB ratings displayed on all ProStrategy guides and feature stories. Although many readers may already be familiar with the games covered in these articles, some of you may be reading about the game for the first time.

Finally, you can find ratings for all the games covered each month on the *GamePro* ESRB page, which also defines the criterion for each ESRB rating.

Pay attention to the ESRB ratings. In the long run, they can help you obtain the most fun possible from your video games.

The GamePros
San Francisco, CA
letters@gamepro.com

What's Yer Story?

I think the video game industry should create more original story lines for games. Over the years, I've played many games with pointless stories that just don't compel me to complete the adventure. And now I find that most games don't appeal to me anymore. Do you see a solution? (Also, please don't make fun of my name.)

▶ **Jason Gramwhich–Via Internet**

You lucky boy. In this very issue of *GamePro*, you'll learn about several games with imaginative story lines that ought to rock your world during the holidays! In Final Fantasy IX for the PlayStation (our cover story), a band of renegades are on a mission to save their world from a queen with newfound dark powers, who has mysteriously turned away from good to embrace evil. If you're a Nintendo 64 gamer, The Legend of Zelda: Majora's Mask will transport your favorite hero, Link, to an alternative dimension where he must find masks that will transform him into various beings as he tries to prevent a moon from slamming into his world. In Shenmue for the Dreamcast, you explore the streets of Tokyo on a wild quest for revenge against an unbelievably skilled martial artist who has murdered your father. (Don't worry, "Jason" happens to be the name of our in-house aroma therapist, too.)

This Means War...Zone

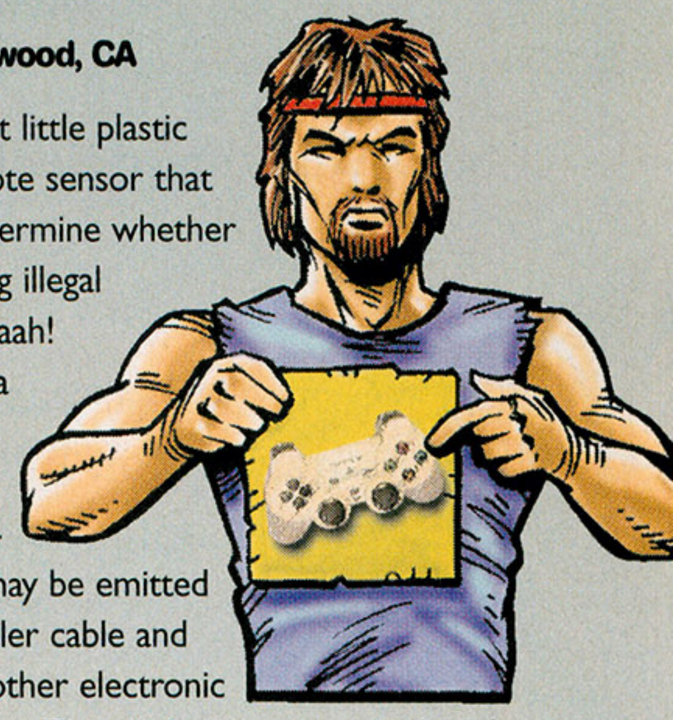
I just finished reading D-Pad Destroyer's review of ECW Anarchy Rulz [for more info, see his ProReview at GamePro.com]. The only reason he didn't like this game is because Rulz is still using the WWF War Zone engine. But I liked Acclaim's WWF War Zone and WWF Attitude! If Anarchy Rulz deserves a bad review, then so does WWF No Mercy since it uses the old engine from WCW/NWO vs. The World. You shouldn't expect video game companies such as Acclaim and THQ to create a new game engine for every game.

D-Pad Destroyer responds: The War Zone engine isn't the only bad thing about the game, but it is at the heart of most of my complaints. I realize that some people out there still enjoy the War Zone engine, just like some people out there liked Vanilla Ice's hardcore album last year. The War Zone engine was the best there was at the time, but the trend these days is toward fun and easy controls (à la THQ wrestling titles for the N64) and showmanship (as in WWF SmackDown). By that standard, ECW Anarchy Rulz has complex controls and a presentation that seems like an afterthought. It's not necessarily a bad thing to reuse an engine—THQ's N64 games still use the WCW/NWO vs. The World engine, as you point out—as long as the engine is still good.

A Controller Oddity

I've been shopping around for PlayStation controllers, and I've noticed something odd. Sony's regular controller has a little plastic collar around the cord near the plug, but non-Sony controllers don't. What is that thing and should I be concerned about it?

▶ **Brad Pitt–Brentwood, CA**



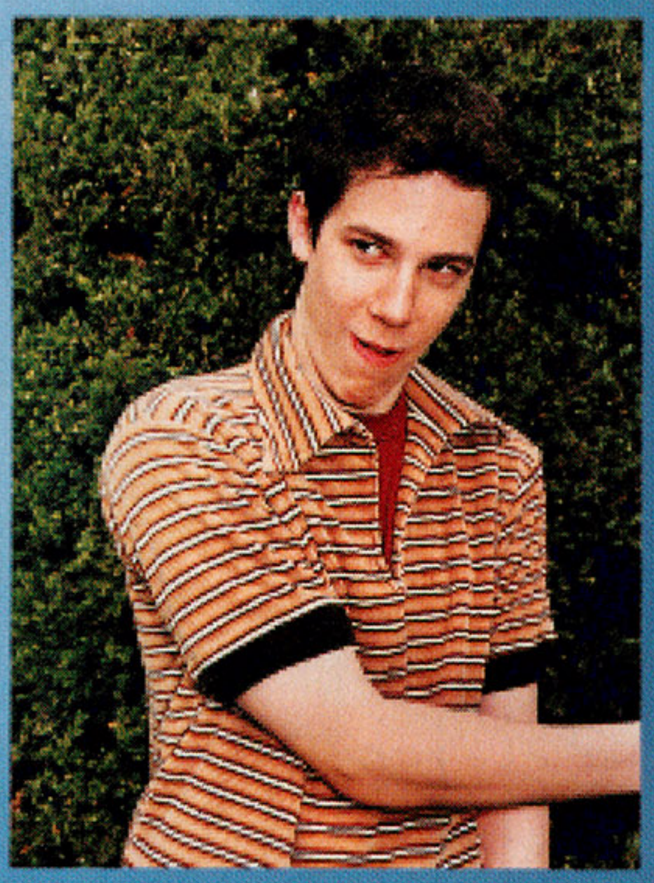
You had to ask. That little plastic doohickey is a remote sensor that enables Sony to determine whether or not you're playing illegal copies of games...naah! The collar is called a ferrite bead-choke, and it filters out high-frequency electrical current that may be emitted through the controller cable and which might affect other electronic devices in your home. The choke is one method, and other controllers probably use another technique. To find out more about PlayStation controllers, turn to "*GamePro's* Third Annual Controller Torture Test" in this issue.

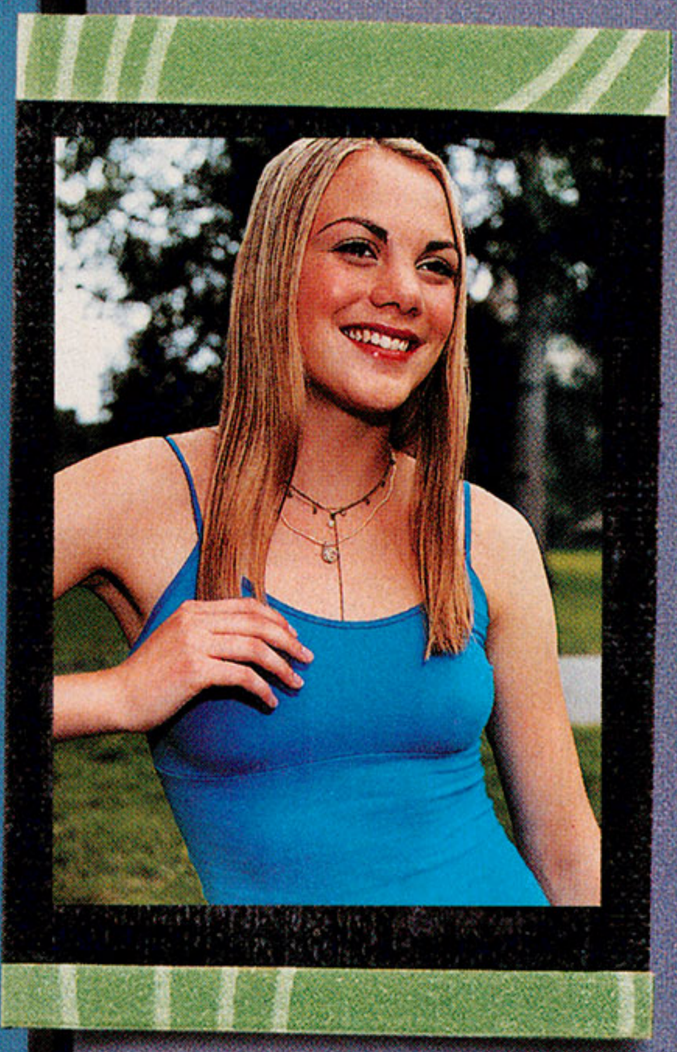
Games Make the System

I have concerns about what new console system I should buy. I currently own a Nintendo 64 and a Sega Dreamcast. Once I decide which next-generation console will be my one and only, I'm either going to sell the majority of my N64 games (I'd sell my N64, too, but it'll keep my brother and sister from putting their paws on my new system), or, if I purchase a PlayStation 2 or a Nintendo GameCube, I'll sell my Dreamcast and its games. If you could give me your personal opinion on which system is best, that would be great. You're the best gaming magazine out there; don't let anybody say otherwise.

▶ **CJ Overly–Via Internet**

CJ, it just ain't that easy. All the systems mentioned in your letter—as well as the Xbox and the Game Boy Advance, which you didn't mention—are topnotch pieces of video game hardware.





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At *GamePro*, we always say that the games make the system. So, the best way to determine which new system you should purchase is to determine first which games you want to play; check out the mag every month, log onto GamePro.com, and do some homework before you pay out your cash. As a Nintendo loyalist, you should consider that Link, Donkey Kong, and Joanna Dark will be GameCube bound. But don't sell your hardware unless you really need the bucks—at this point in time, it's safe to say that great games are yet to come for the N64 and Dreamcast. Finally, be nice to your brother and sister: Two against one are tough odds to beat.

CONSPIRACY THEORY 101

I was wondering if the PlayStation 2 for the U.S. is going to have worse graphics than those of the PlayStation 2 for Japan. The Japanese PS2 was powerful enough to launch missiles [Editor's note: Not exactly...], so has the U.S. Department of Trade and Commerce done something to the American PS2 that would make it unable to launch missiles, and, consequently, produce lower-quality graphics?

▶ **MrPeanut07–Via Internet**

No!

WOW!

I would like to say "Wow!" for an incredible 144 issues of *GamePro* magazine. Here's my tale: One day, I walked in to my local arcade and gazed at Marvel vs. Capcom. I was so amazed that I began to play the entire "vs." series! Soon I found myself thinking that this was all about to end–when out comes Marvel vs. Capcom 2! After I suffered a huge loss, I went home with just 50 cents left in my pocket. But your Marvel vs. Capcom 2 strategy guide was waiting for me [see The Fighter's Edge, August and September: Part 1, page 128; Part 2, page 132]. "Wow!" That's all I can say. The coverage, the moves, the combos–all the ways to make a triple super! You should see what you've done to me! People are scared to play me now; they still laugh when I pick Amingo (he's the best fighter for me), but then I whupp their cheesy Guile butts! I just had to thank you for taking so much care to produce this magazine. I'd like to give you all a huge, non-spiked Amingo hug... hummmm dieeeee! I am 5X Hyper Gauge super happy! P.S., Bruised Lèe, Uncle Dust, and Major Mike are very cool!

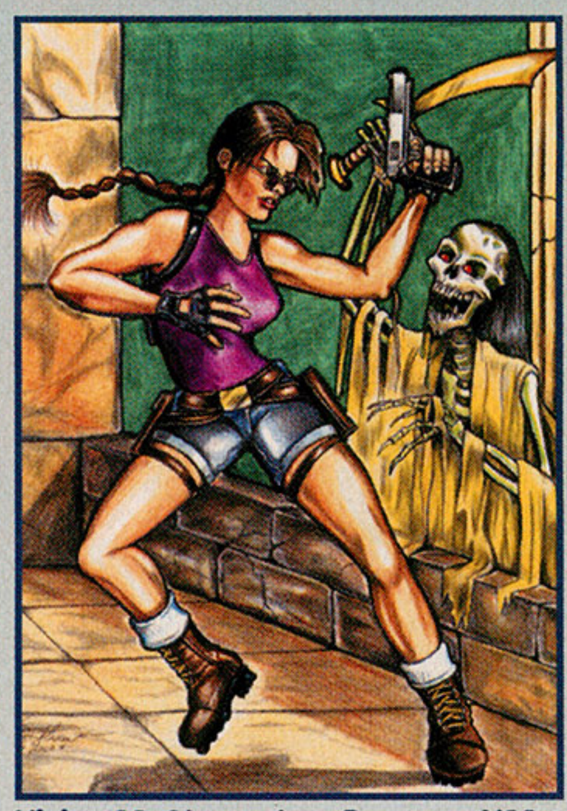
▶ **David M. "Captain America"–Via Internet**

Er...wow?

ART ATTACK!

Pick of the Month!

George Patsouras–Astoria, NY



Vivian McAlexander–Socorro, NM

Radek Ziebu–London, Ontario, Canada

Do you ever get a strange urge to communicate with the writers of *GamePro*?

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brobuzz@gamepro.com
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airhendrix@gamepro.com
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JUST GUM?

NO WAY!

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BUYERS BEWARE

By The Watch Dog

It's the holiday season, and for you sad gamers who won't receive a PlayStation 2 this year, the Watch Dog has some advice on how to better enjoy the PlayStation you do have.

Q I was thinking of obtaining a mod chip for my PlayStation so I can play Japanese games. But I've heard that mod chips are illegal now. Is that true?

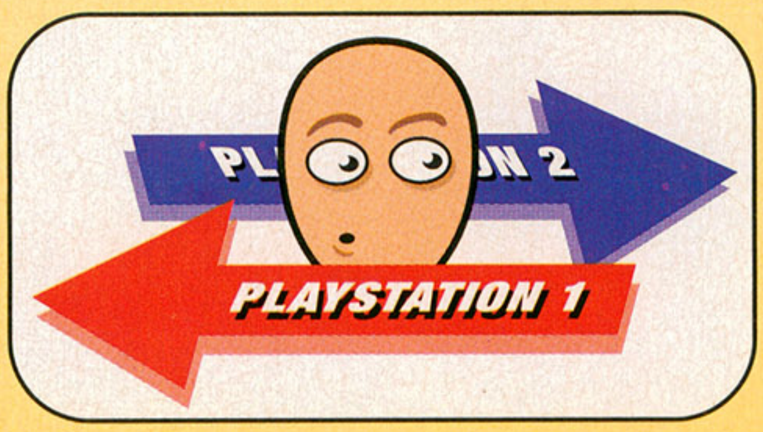
John Lepis via Internet

A The Watch Dog answers: According to Section 1205 of the Digital Millennium Copyright Act—which was signed into law by President Clinton in 1998, but took full effect this October—"No person shall circumvent a technological measure that effectively controls access to a work protected under this title." That means you can't use a mod chip on your PlayStation or any other game console to play copied or even imported games. "Even if you're using a mod chip to play a legitimate copy of the game, the use of that device in itself is illegal under the law," says Ric Hirsch, the Interactive Digital Software Association's vice president for intellectual property enforcement. The IDSA is the trade association that represents all major video game makers, including Sony, Nintendo, and Sega. Although the use of mod chips didn't become illegal until October, it's been illegal to make, sell, or distribute mod chips since the law was passed two years ago, Hirsch says. While using a mod chip is a civil violation and can get you sued, the mod chip police probably aren't going to break down your door unless you're selling mod chips, which is a criminal violation. "Our primary focus is to go after the companies that sell or distribute," Hirsch says. Still, let it be clear: Using a mod chip is illegal, and selling them can land you in jail. You can read the entire text of the law on the Internet at **www.loc.gov/copyright/legislation/hr2281.pdf.** The IDSA's Web site is **www.idsa.com**.

Q I have a feeling that when the PlayStation 2 comes out, the PlayStation might become obsolete and companies will stop making games for it. I learned that you can play PlayStation games on the PS2, but will you be able to play new PS2 games on the old PlayStation? The PlayStation is all I have, and my mom said I must wait until the price of the PS2 goes down before I can buy it. I don't want to wait three years before I can play new games.

Timothy Biasi via Internet

A The Watch Dog responds: Yes, you can play most PlayStation games on the PS2, as the PS2 is backward compatible, but you won't be able to play PS2 games on the PlayStation. That would be forward compatibility. If you can figure out how to make something forward compatible, you could make a lot of money, as you'd be able to see into the future. But don't throw away your PlayStation just yet.



Dozens of topnotch PlayStation games are still in development, and many more will be developed. For months or even years to come, more PlayStations than PS2s will sit in gamers' living rooms. Game makers will have plenty of incentive to keep making games for the world's most widely owned game platform. And with Nintendo's GameCube and Microsoft's Xbox on the horizon, the price for the PS2 may go down much sooner than three years from now. Hang in there, PlayStation owners.

Q I have a PlayStation that overheats constantly. I can't play it for more than about 20 minutes. I've tried putting it on its side, thinking that it would cool off more easily; I've even put a fan next to it. Is there anything I can do to prevent my PlayStation from overheating so often?

Brad Fouse via Internet

A A Sony rep responds: "It is normal for the PlayStation to become warm while in use. Your PlayStation being warm doesn't necessarily mean it's overheating. If you think it is overheating, lay it on a hard surface. Don't leave it on a rug or carpet, because its air vents are near the bottom, and if they're blocked, it can overheat. If your games are malfunctioning, it may be for a reason besides overheating. Make sure you're not using any third-party peripherals. Try your games on another PlayStation. If your games still malfunction, your game discs may need to be cleaned (call Sony for instructions on how to clean your discs). If your games do work on another PlayStation, but malfunction on yours, you probably need to send your unit in for service. Parts and labor are $49 plus $7 for return shipping. Send us your PlayStation with a letter that includes your name, address, phone number, a description of the problem, your PlayStation's model and serial numbers, plus a check or money order for $56. We will call you if it will cost more to fix, but that's unusual. Service takes between seven and 10 business days plus shipping time."

The Watch Dog adds: If you think your PlayStation is overheating and needs service, call Sony at 800/345-7669 to get the address of the service center nearest you.

Submissions

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PlayStation

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Animated Violence
Mild Language

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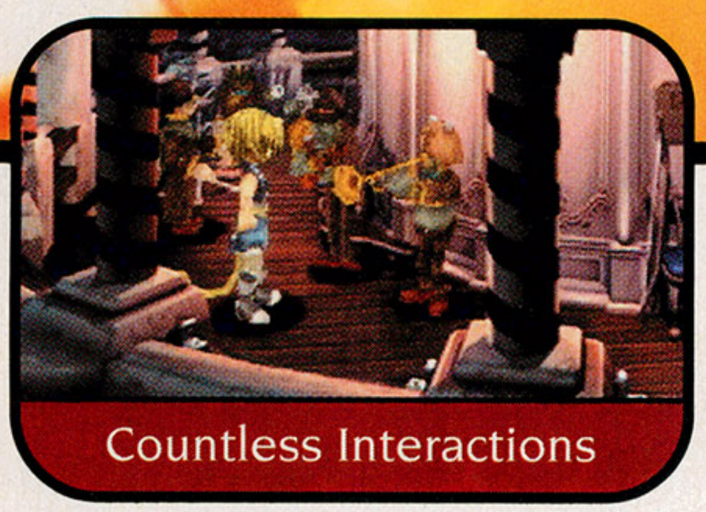
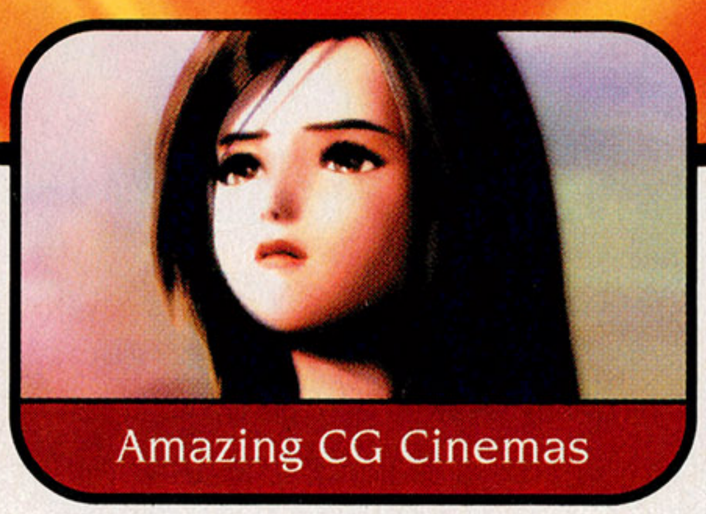


Countless Interactions



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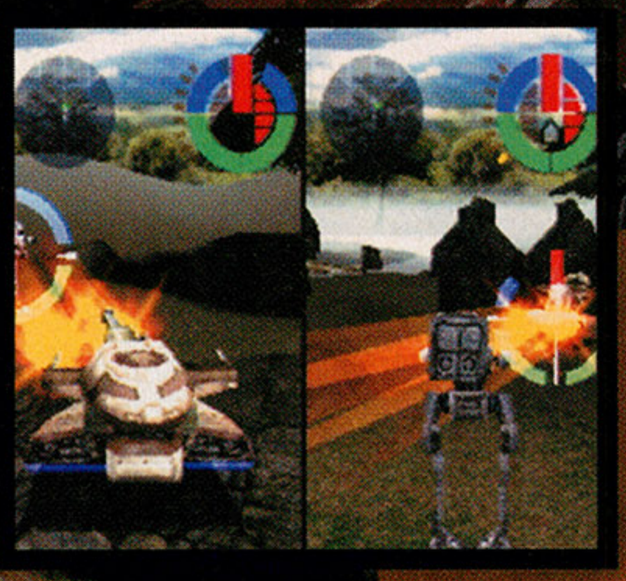

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CONTENT RATED BY ESRB

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Dreamcast.

PlayStation®

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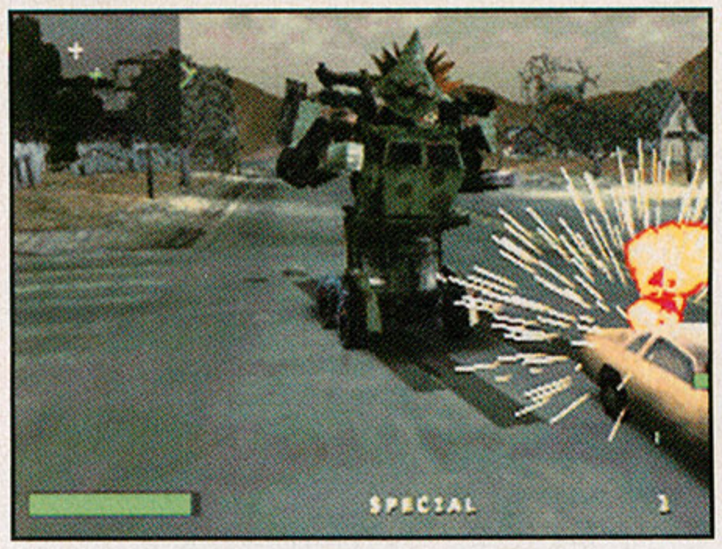
SONY'S 2001 PS2 GAMES REVEALED

Twisted Metal, Syphon Filter sequels on deck for 2001

Ending months of speculation, Sony finally unveiled plans for its own first-party PlayStation 2 games in late September. Contrary to expectations at E^3, the company's only launch title is Fantavision, but it has at least four titles in the pipeline for early 2001: Gran Turismo 3 (formerly known as GT 2000), Ico, Extermination, and Dark Cloud. A PS2 version of Syphon Filter was also announced, but Sony would reveal only that the title is in development.



Twisted Metal: Black will feature a darker, less cartoony tone than other TM games—not to mention a transforming Sweet Teeth mech.

The lineup of Sony's 989 Sports games was also kept tightly under wraps. Kaz Hirai, Sony's president and COO, said that the developers of NFL GameDay 2001 for the PS2 were dealing with "quality issues," but are working "feverishly" on finishing up the games. No release dates—or even plans to unveil the games—were divulged.

The highlight of the press conference was Twisted Metal: Black, the first PS2 version of the famous car-combat series. Many of the team members who developed the first two Twisted Metal games have joined forces to form Incognito, the Salt Lake City–based developer that Sony signed to create this newest serving of vehicular mayhem. Twisted Metal: Black will have a much darker feel, which is being inspired by movies such as *Seven* and *Jacob's Ladder* according to Senior Game Designer David Jaffe. Although the game was very early in development—so early that no release date was discussed—the graphics already sizzled with cool details, like a Ferris wheel that can be blown loose and sent rolling down a street. Other elements of the scenery could be abused, too, like a water tower, which was knocked over, or a jet passing overhead, which could be shot down. The coolest feat, though, had to be the transformation of Sweet Tooth, which morphs from the familiar ice cream truck to a diabolical clown mech.

So, despite the initially sparse first-party PS2 lineup, it looks like Sony has a lot up its sleeve for 2001.

NEWS BITS

Sony's PS2 Shipment Shuffle

Adding more tension to an overstimulated hardware launch, Sony announced a revised shipping schedule for the in-demand PS2 just one month before the console went on sale.

During a telephone press conference in late September, Sony revealed that only half of the promised 1 million allocation would be available for sale October 26. Every week thereafter, another 100,000 units are expected to arrive in stores, until the end of the year.

Sony's staggered shipping plan means launch day will be less crucial and the lines at stores less chaotic. In truth, 500,000 units is a lot—the largest single launch shipment in industry history—and 150,000 more than Nintendo could muster for the N64 launch in 1996. And, if you do the math, your chances have actually improved—Sony is now estimating 1.3 million units by the holidays, 300,000 more than its E3 promise. However, the company concedes that everybody who wants a PlayStation 2 this year won't get one (another 1.7 million are expected before March 2001).

Wal-Mart, Kmart Curb M-Rated Games

Wal-Mart and Kmart announced they will begin carding customers who buy Mature-rated video games to ensure that the purchasers are 17 or older. "Given the content of these games, we decided it was the right thing," said Wal-Mart spokeswoman Jessica Moser. Last spring, Montgomery Ward and Sears stopped selling Mature-rated games altogether after Illinois Attorney General Jim Ryan organized a sting operation in which children were able to buy such games in 32 of 32 stores surveyed in Illinois. A Kmart official told the *Chicago Tribune* that the M-rated games weren't banned from the retail chain altogether because the games are legal and demanded by customers.

SONY'S OFFICIAL PS2 SOFTWARE LIST

It didn't arrive until a month before the PlayStation 2 was about to ship, but Sony finally released an official list of PS2 launch software, including titles on track for an early 2001 release. The list kind of speaks for itself, so here are the titles that should be out now for the PS2 and the titles that will come out later this year and early next year.

October 2000

- Armored Core 2 By Agetec
- Dead or Alive 2: Hardcore By Tecmo
- Dynasty Warriors 2 By Koei
- ESPN International Track & Field By Konami
- ESPN Winter X Games Snowboarding By Konami
- Eternal Ring By Agetec
- Evergrace By Agetec
- Fantavision By Sony
- Gun Griffon Blaze By Working Designs
- Kessen By Electronic Arts
- Madden NFL 2001 By EA Sports
- Midnight Club: Street Racing By Rockstar Games
- Moto GP By Namco
- NHL 2001 By EA Sports
- Orphen By Activision
- Q-Ball Billiards Master By Take 2 Interactive
- Ready 2 Rumble Boxing: Round 2 By Midway Home Entertainment
- Real Pool By Infogrames
- Ridge Racer V By Namco
- SSX By Electronic Arts
- Silent Scope By Konami
- Silpheed: The Lost Planet By Working Designs
- Smuggler's Run By Rockstar Games
- Street Fighter EX3 By Capcom
- Surfing H30 By Take 2 Interactive
- Summoner By THQ
- Swing Away Golf By Electronic Arts
- Tekken Tag Tournament By Namco
- TimeSplitters By Eidos
- Top Gear Daredevil By Kemco
- Unreal Tournament By Infogrames
- Wild Wild Racing By Interplay
- X Squad By Electronic Arts

November 2000

- Disney's Donald Duck: Goin' Quackers By Ubi Soft
- FIFA 2001 Major League Soccer By EA Sports
- F1 Racing Championship By Ubi Soft
- Gradius III & IV By Konami
- NASCAR 2001 By EA Sports
- Rayman 2: Revolution By Ubi Soft
- Sky Odyssey By Activision
- Super Bust-A-Move By Acclaim
- Theme Park Roller Coaster By Electronic Arts
- World Destruction League: Thunder Tanks By 3DO

December 2000

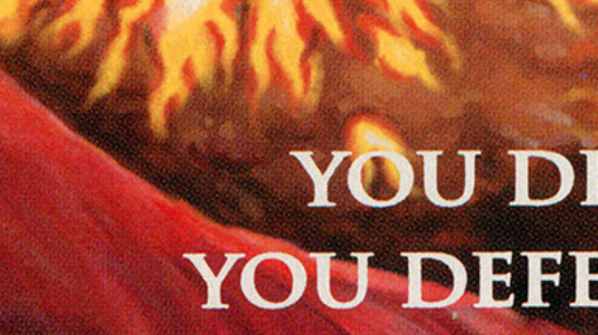
- Army Men: Air Attack 2 By 3DO
- Army Men: Sarge's Heroes 2 By 3DO
- Carrier Morphed By Jaleco
- Formula 1 2000 CE By EA Sports
- MDK 2: Armageddon By Interplay
- NBA Live 2001 By EA Sports
- Oni By Rockstar Games
- Star Wars Starfighter By LucasArts
- Warriors of Might & Magic By 3DO

First Quarter 2001

- 4x4 Evolution By Gathering of Developers
- All Star Baseball 2002 By Acclaim Sports
- Dark Angel Vampire By Metro 3D
- Driving Emotion Type-S By Square EA
- ESPN MLS Game Night By Konami
- Fur Fighters By Acclaim
- Gauntlet: Dark Legacy By Midway Home Entertainment
- Gran Turismo 3 By Sony
- High Heat Baseball 2002 By 3DO
- Kengo By Crave
- NBA Hoopz By Midway Home Entertainment
- Onimusha: Warlords By Capcom
- Star Wars Super Bombad Racing By Lucas Learning
- The Bouncer By Square EA
- Tiger Woods PGA Tour 2001 By EA Sports
- Ultimate Fighting Championship By Crave
- Vikki's Adventures By 3DO
- World Destruction League: WarJetz By 3DO

YOU DEFEND YOUR FAMILY.
YOU DEFEND YOUR HOMELAND.
YOU DEFEND ALL THAT IS GOOD.

BUT FIRST, YOU MUST DEFEND YOURSELF.



DRAGON VALOR™

TEEN T — CONTENT RATED BY ESRB — Animated Violence

PlayStation

www.namco.com

You are the very first dragon slayer, a fearless hero who must combat the most horrific of enemies. You will vanquish evil, marry the heroine, and continue your heroic legacy with each new generation. You will fight as 9 brave characters in 3 action-packed storylines, and battle to prove your worth, your might, your Dragon Valor.

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TOKYO GAME SHOW 2000

Gran Turismo, flight sims, and Ping-Pong (!) lead the way in Japan

In late September, Japanese media and game fans descended on the Makuhari Messe convention center for the Tokyo Game Show. Held twice annually, this expo offers a good preview of what games are in the works for possible U.S. launches in addition to providing a glimpse of the bizarre.

Like E^3, the Tokyo Game Show is a loud rock concert of a convention, but the Japanese really play up the drama. Stage shows featuring dancers, live bands, DJs, and all kinds of wild displays draw big crowds. In between the convention halls, show-goers dressed as their favorite fantasy game characters have their pictures taken by masses of photographer fans. Of course, people come for the games as well.

Enix's Bust-A-Move (Bust-A-Groove in the U.S.) shimmies its way to the PlayStation 2 with a graphical overhaul.

Nintendo's own Spaceworld show ended just a few weeks previously, so this show was heavy on the PlayStation and PlayStation 2. Sega was noticeably absent, although a few Dreamcast software titles were on display. Sega will probably host its own exhibit in the future.

Sony was showing off the new edition of Gran Turismo 2000. The tweaked GT (called GT 2000 A spec at the show, recently renamed Gran Turismo 3 for the U.S. market) featured heavy graphical improvements, which help justify the game's U.S. delay to next year. Car models were razor sharp, and the frame rates stayed high. Scheduled to ship in early 2001, the new GT 2000 looked good to roll out of the garage and on to PS2s worldwide.

Also making an appearance at Sony's booth was an anime-influenced PS2 flight sim dubbed Sky Gunner. The game combines dogfighting with battles against big motherships. Machine guns dish out most of the damage, while various missiles can be launched to score bonus combo points. Still early in development, Sky Gunner was entrancing to watch and play. Here's to hoping it makes a U.S. debut.

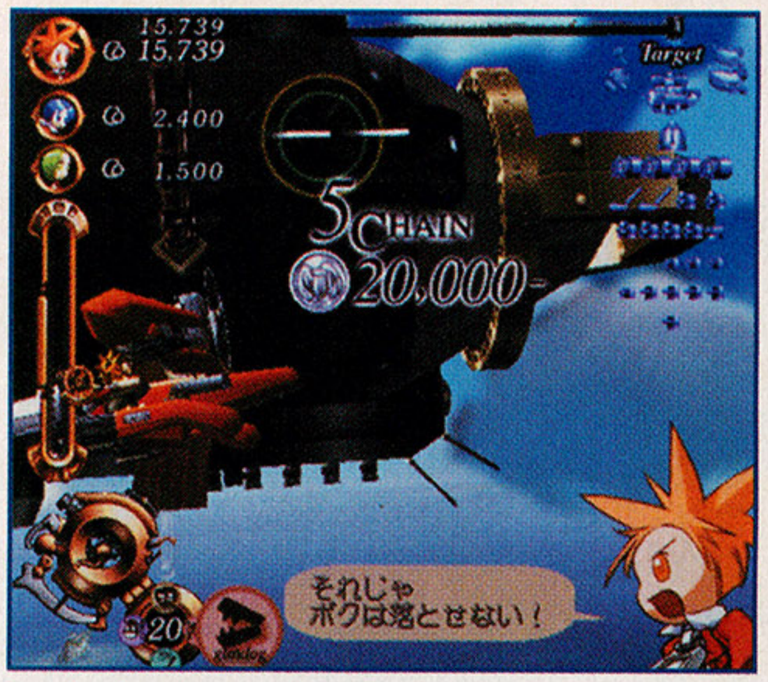
Namco's Ace Combat 4 for the PS2 made a surprise appearance as well. A video demo ran only once per day, but that was enough to grab crowds. The famous action/flying game looked better than most PC flight sims, with incredible detail on the planes and terrain.

On the lighter side, there was a disturbing trend in Ping-Pong games. You read that right—Ping-Pong games. No fewer than three Ping-Pong games were on the show floor for the PlayStation and PS2, including Psikyo's Ikuze Onsen Takkyu, which was head and shoulders above the rest of the tabletop tennis crowd. With seven wild characters to pick from, as well as a variety of Ping-Pong arenas, the game was quite a treat to look at. The action was simple, yet smooth, in the same vein as Sega's Virtua Tennis.

A wash of noise and neon, the fall Tokyo Game Show was still a gamer's paradise.

Some gems were hidden in the dark corners of the show as well. Tucked away at the Koei booth was a looped video tape demo of Midway's upcoming Gauntlet Dark Legacy for the PS2. Combining a bit of rotating platforms, big boss battles, and some huge lighting effects on the spell casting, Gauntlet Dark Legacy is probably a lock for U.S. release, although there was no official word from Midway at press time.

Capcom's Snowboard Heaven for the PS2 throws more arcade action into the slopeside mix than EA Sports Big's SSX. You can careen down the snow-covered streets of a mountainside village, schuss through high-altitude temples, and carve through icy caverns. The game features freeride, boardercross, and head-to-head competition, with a variety of boards and fictional riders thrown in for good measure.



Sony's anime-influenced Sky Gunner was among the most promising PS2 games on display.

Jaleco showed a playable version of Carrier: The Next Mutation for the PS2. There's more mutant hunting in this Carrier action adventure, but the game sports a sharper graphics engine, as well as a new first-person scope system for better aiming and the ability to look around. Plus, because the game is in DVD format, all of the CG movies look much better than the original's.

Enix offered the new PS2 version of its dancing-game series, Bust-A-Move: Dance Summit 2000. Known as Bust-A-Groove in the U.S., the new PS2 version has undergone a major redesign in both gameplay and graphics. Swooping camera angles with animated 3D backgrounds and four characters dancing onscreen make the PS2 Bust-A-Move a dose of disco eye candy.

In all, the fall Tokyo Game Show was full of surprises and fun. Plenty of good software was on display—and with even more to come at the Spring TGS in April, things are looking strong on the other side of the Pacific.

Best-Selling Video Game Titles:

August 2000

	TITLE	PLATFORM	PUBLISHER
1	Madden NFL 2001	PlayStation	EA Sports
2	Chrono Cross	PlayStation	Square EA
3	JamPack Summer 2K	PlayStation	Sony
4	Star Wars Episode I: Racer	Nintendo 64	LucasArts
5	Tony Hawk's Pro Skater	PlayStation	Activision
6	Driver	PlayStation	GT Interactive
7	Spec Ops	PlayStation	Take 2
8	NCAA Football 2001	PlayStation	EA Sports
9	WWF SmackDown!	PlayStation	THQ
10	World Series Baseball 2K1	Dreamcast	Sega

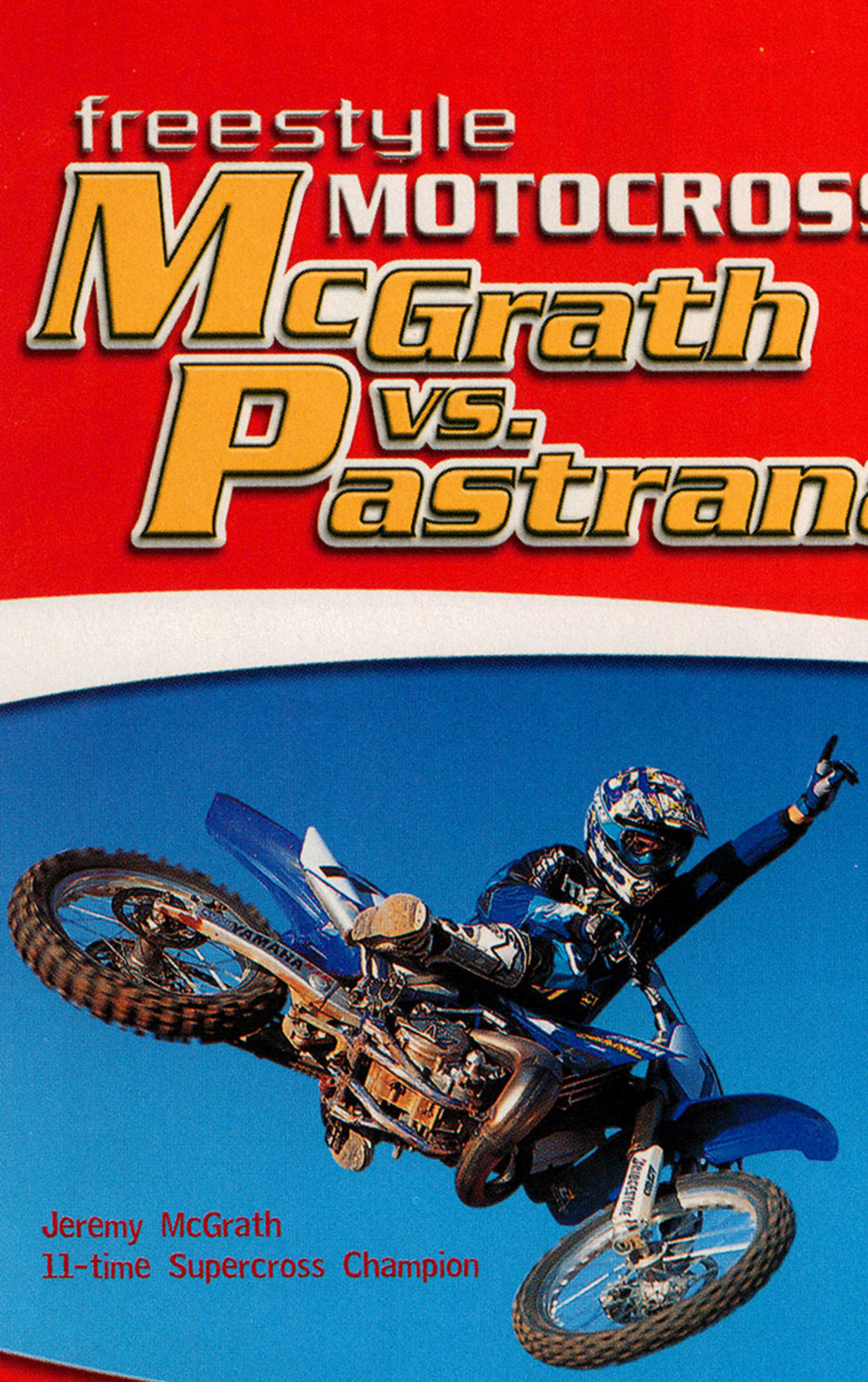
Source: NPD TRSTS Video Games Tracking Service

Stick the landing and they'll call you a champion.

Don't and they'll call you an ambulance.

freestyle MOTOCROSS: McGrath vs. Pastrana™

Travis Pastrana
Undefeated Freestyle Champion



Jeremy McGrath
11-time Supercross Champion

If you want to play it safe, take up tennis. But if you want sick freestyle moto-x action get Freestyle Motocross: McGrath vs. Pastrana from Acclaim Max Sports. With two of today's hottest Supercross and Freestyle Motocross riders taking on nine levels, over 30 insane tricks and balls to the wall racing action, your adrenaline will be pinned in fifth gear. Plus, there's more than one way to walk away the winner. That is, if you can still walk.

Developed by Z-AXIS

PlayStation®

EVERYONE E CONTENT RATED BY ESRB

Acclaim® MAX SPORTS

www.acclaimmaxsports.com

Freestyle Motocross: McGrath vs. Pastrana™ and Acclaim® & © 2000 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Z-Axis. All Rights Reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Screen shots taken from the PlayStation® game console..

NEW METAL GEAR SOLID ON XBOX

While the PS2 sucks up the spotlight this holiday season, Microsoft is slowly planning its big Xbox battle for around this time next year. Recently, the company announced the platform's final name—um, Xbox—and unveiled a sleek logo. Far more interesting was Konami's announcement concerning its first four Xbox games—all big licenses.

Konami has promised these titles will be ready in time for the Xbox launch next fall: Crash Bandicoot X, a character action game that continues the adventures of everyone's favorite marsupial (freshly licensed to the company from Universal Interactive); Jurassic Park X, based on the popular dinosaur films; Silent Hill X, a continuation of Konami's 3D horror/adventure series; and Metal Gear Solid X, humbly described as "a sequel to the 5.5 million worldwide best-selling action-shooting game." And these won't be ports of existing games—they'll be all-new games specifically created for Microsoft's machine. In a press release, the company states that "These titles have been specially designed for the Xbox and will include stunning graphics, high-quality sound, and hard-disk drive features that are unique to the console."

No screens are available for the games yet, but one Xbox detail has very quietly come to light: Its 600 MHz main processor has been boosted to a significantly faster 733 MHz. Microsoft's Xbox manager, J Allard, announced that 1000 Xbox development kits are already in the hands of some 150 developers, including Acclaim, Activision, Eidos, Namco, Capcom, Midway, THQ, Rockstar, Hasbro, Sierra, Crave, id, Gathering of Developers, and many other top companies.

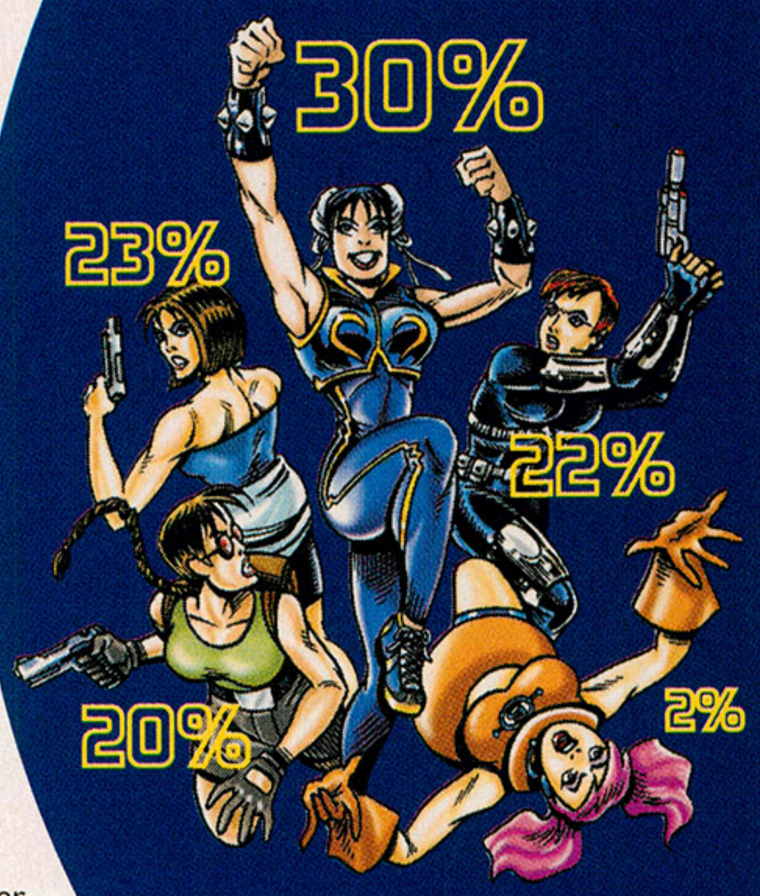
XBOX

Behold, the official Xbox logo. Get used to it—you'll be seeing the logo frequently.

POLL VAULT

Raw data from gamepro.com

Q: It's a catfight! Who would win in a brawl?



Want your voice heard? Check out the Letters section of gamepro.com and vote in the poll!

FTC REPORT ROCKS INDUSTRY

The age-old debate over media violence was reinvigorated in September when a government report concluded that advertising for Mature-rated video games and R-rated movies is deliberately targeting children. Last year, President Clinton ordered the year-long study by the Federal Trade Commission in response to the massacre at Columbine High School in Littleton, Colorado. The study found that movie studios advertised violent movies on television during after-school hours, and that video game companies advertised Mature-rated games in magazines (including *GamePro*) whose readership is partly or mostly younger than age 17. Games rated Mature by the Electronic Software Rating Board (seven percent of all rated games) are deemed suitable for gamers only age 17 or older.

Doug Lowenstein, president of the Interactive Digital Software Association, says that the video game industry already has self-imposed rules to regulate advertising. "In fact, the industry has been in the forefront of entertainment industry efforts to establish codes that prohibit target marketing to children," Lowenstein told a hearing of the Senate Commerce Committee. He pointed out that the IDSA voluntarily created the Advertising Review Council in February and that the FTC report called the video game industry's system of self-regulation the "most comprehensive" of the media industry.

Peter Moore, president and chief operating officer of Sega of America, stated that while he agrees ads for M-rated games shouldn't be targeting children, it's very difficult to prevent children from ever seeing such ads. "It is neither practical nor fair to imply that we should bypass advertising media targeted to the gaming enthusiast simply because of the possibility of spillage to a younger demographic," Moore said.

AMOA 2000 REPORT

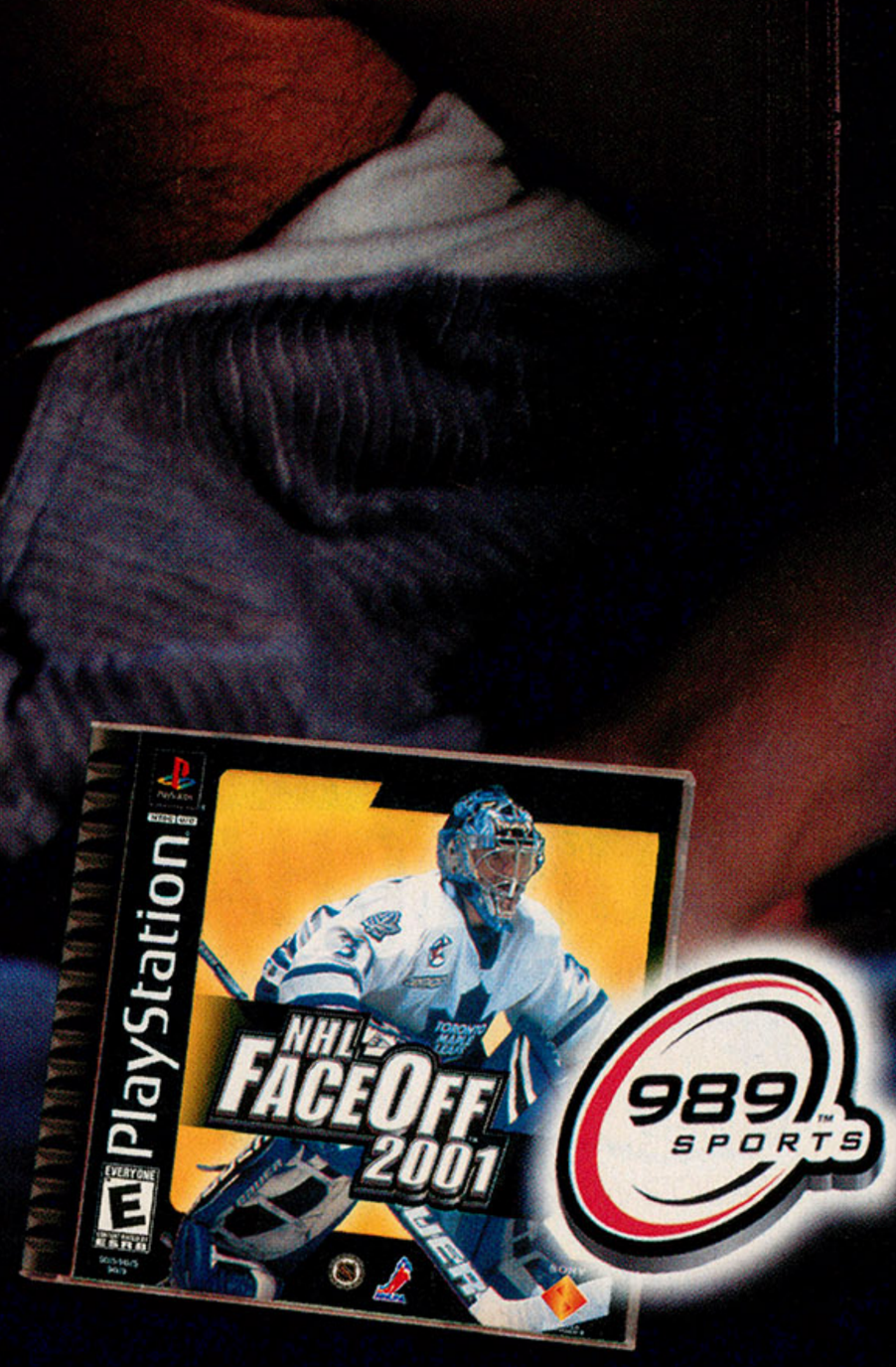
The 2000 Amusement Machine Operators Association (AMOA) show held few surprises, but also some signs of hope for the struggling arcade industry. Companies like Capcom, SNK, and Konami laid low with few new offerings of interest, save for Konami's Code 1 Dispatch emergency vehicle racer. Namco's booth featured Mr. Driller 2 and a re-issue of Ms. Pac-Man and Galaga in one cabinet, but no new Tekken game. Sega displayed Alien Front Online and NASCAR Arcade as well as a spy-themed light-gun game called Confidential Mission and a new four-player WWF brawler, Royal Rumble.

Midway brought linked machines of its latest games, The Grid and CART Fury, yet also made interesting if informal announcements of upcoming projects. While there's no Hydro Thunder 2 on the horizon, Arctic Thunder is in development, trading boats for snowmobiles. Fans of NFL Blitz and NBA Showtime will be happy to hear that action/sports gurus Mark Turmell and Sal DiVita are currently developing a baseball game, as yet untitled, for release some time next year. As for the faithful who are waiting for Mortal Kombat 5? According to a Midway spokesperson, the game is "way, way out" in terms of a release date, but is definitely in the works. Ed Boon and his team have confirmed that Scorpion will certainly return, while the rest of the roster remains a mystery.

Namco goes back to the future with a re-issue of Ms. Pac-Man and Galaga—but can 20-year-old coin-ops revive the arcade industry?

PlayStation

From the new Shoot Out and Practice Modes, to the expansion teams and up to the minute rosters, we've captured the speed and intensity of hockey. It'll get in your head and stay there.



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EVERYONE
E
CONTENT RATED BY ESRB

GAMEPRO LABS

Saitek DVD Remote

Rating: 4.0

Saitek's wireless DVD remote features all the buttons you need in a DVD controller. It also sports a neat pass-thru port so you can plug in a controller without having to take out the infrared module. However, that extra port partially blocks the PS2's exhaust ports and the directional pad is a tad imprecise. Still, the sleek design and full functions make it a great addition to your PS2 (particularly if you watch DVDs all the time).

Price: $19.95
Contact: Saitek, 310/212-5412, www.saitek.com

Microsoft SideWinder Force Feedback 2

Rating: 4.5

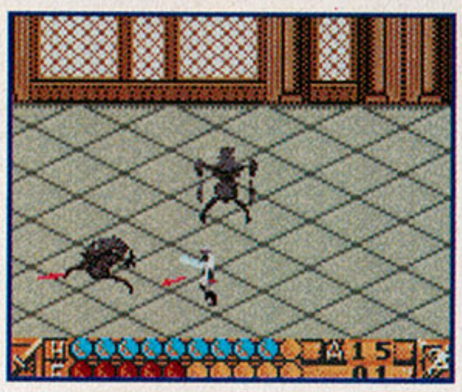
Microsoft's original Force Feedback stick set the standard, but was a bit too bulky. Its USB-only sequel features a smaller footprint, a larger POV hat, a redesigned throttle, and a greatly improved power supply. Nevertheless, the feedback forces don't feel as strong this time, the new button layout isn't an improvement, and the grip is still contoured for right-handed gamers only. There's some give and take, but it's still one of the best PC sticks, period.

Price: $109.99
Contact: Microsoft, 425/637-9308, www.microsoft.com

BOY SCOUT
WHAT'S NEW IN HANDHELD GAMES

The Force is strong with the Game Boy Color as THQ readies Star Wars Episode I: Obi Wan. Playing as young padawan Kenobi, gamers will wield a blaster, a lightsaber, and the Force itself on a nine-level quest—ultimately facing off against Darth Maul. It should be hitting stores now.

From the planet of Tatooine to the city of Townsville! The Powerpuff Girls finally make their video game debut with three GBC carts—one starring each Powerpuff Girl, of course. BAM Entertainment will release Blossom's action/adventure, Bad Mojo Jojo, in mid-November; Buttercup goes against the Gang Green Gang in December, in Paint the Townsville Green; while Bubbles will follow in January 2001 with Battle Him. All three games will be able to swap data via the infrared port.



Star Wars Episode I: Obi Wan (THQ)

Small games, small bicycles—they kind of go hand in hand (or hand in pocket). So consider Activision's Road Champs BXS Stunt Biking, based on the popular finger bikes, a natural pairing on the GBC. The game will feature four play modes, eight riders, over 50 sick tricks, and a whopping 64 levels, including skate parks, city streets, and BMX competition courses. Make your bid for the BXS championship in December.

Road Champs BXS Stunt Biking (Activision)

NEXT MONTH: The all-new Game Boy Advances section debuts, featuring previews and reviews of the hottest portable games! Stay tuned....

Powerpuff Girls: Bad Mojo Jojo (BAM Entertainment)

STATIC

meSplitters...TimeSplitters...Did anybody catch the little hint about THPS2's secret character at the end of last month's strategy guide? Check the last paragraph and see if you can pick up on the subtle clue. Of course, it would've been even better if a certain Web site hadn't decided to ruin it for everybody by showing the secret the day the game came out. But, hey, that's what we've come to expect from the competition—gamers who don't understand that getting there *is all* the fun. • Why aren't more people buying Dex Drives, especially now that they're just $20? Swapping saved games, trading custom players and homemade levels...you can do tons of great stuff with Dex Drives, and we just don't understand why they're not in every home. • Bring on the Battlebots game! Comedy Central's combat series offers all the fun of wrestling without any of the spandex—and, like modern grappling, it seems custom-tailored for a great video game. Take the WrestleMania engine, throw in four-player matches, add a create-a-machine mode, and it's robot fightin' time! • Major Mike was threatening enough before, but now he's terrorizing the office with his official Dino Crisis 2 remote-control carnosaur... • Watch for a special guest appearance by New York Knicks superfan Dan Elektro in the next issue of *NBA Inside Stuff* magazine! • Twisted Metal: Black...Twisted Metal: Black...Twisted Metal: Black...Twisted Metal: Black...Twisted Metal: Black...Tw

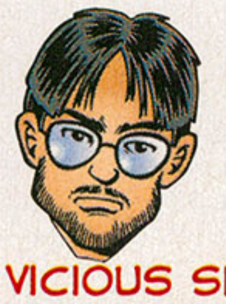
HIDDEN CHARACTERS
MATCH THE GAMEPRO EDITOR TO THE GIFT THEY WANT FOR THIS HOLIDAY

1. MAJOR MIKE

3. UNCLE DUST

4. AIR HENDRIX

2. EXTREME AHAB



5. VICIOUS SID

A. WHITE WHALESKIN BOOT

B. MINI-VACUUM

D. AIR GUITAR STRINGS

C. PS2

E. WART REMOVER

HAPPY HOLIDAYS FROM THE GAMEPROS

1.C, 2.C, 3.C, 4.C, 5.C

Babble: Auch 'n Amrich Doodles: Mao

TWO WORDS

Shenmue

TEEN
T
CONTENT RATED BY ESRB

Animated Violence
Mild Language
Use of Tobacco and Alcohol

www.sega.com/shenmue

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Dreamcast™

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TEEN
T
CONTENT RATED BY ESRB

Animated Violence
Mild Language

Dreamcast™

sega.com

Stopping is a bad idea.

In a world of angry cops, rival taggers and lots of paint, it's important to keep moving. It's a race against time to leave your mark on the sprawling urban environment. Armed with skates, a radio and varying quiver of spray paints, it's you against the world. But you'd better be quick because the price of self expression just got higher.

Featuring music by Rob Zombie, Jurassic 5 and Mix Master Mike.

SegaNet Online

Dreamcast gamers across the country can finally jump online to challenge each other on SegaNet. But a few snags and monkey wrenches crashed SegaNet's debut a bit. Did Sega succeed or fail in its ambitious goal of bringing console gaming online? **By Lamchop**

Sign up on SegaNet for 50 free hours with NFL 2K1...

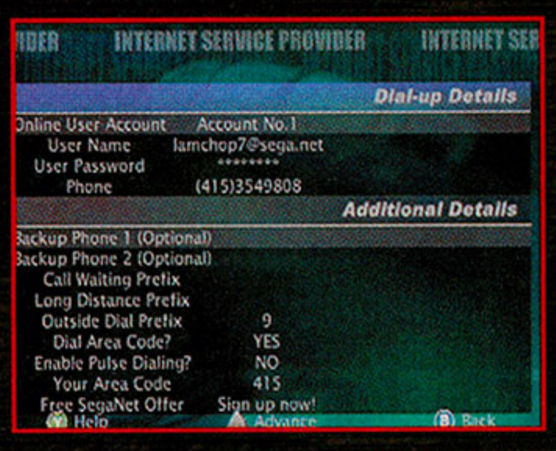
...and take your game online to challenge gamers across the country.

Shall We Play a Game?

September 7th, 10:15 P.M. PST—Our first attempt to sign up for 50 free hours on SegaNet with NFL 2K1. After we entered all the user information, the Dreamcast modem dialed a toll-free number to access local phone numbers. When the "Connecting" screen didn't go away for five minutes, a reboot was necessary and we repeated the process eight additional times—which ended with the same results.

September 8th, 11:20 P.M. PST—The second day was also unsuccessful. Repeated the process five more times with same results.

Analysis: Sega wasn't ready for the barrage of gamers logging on the first day, and the servers were flooded. Representatives told customers to keep trying until successful. Frustrated gamers vented their anger on Sega's message boards.

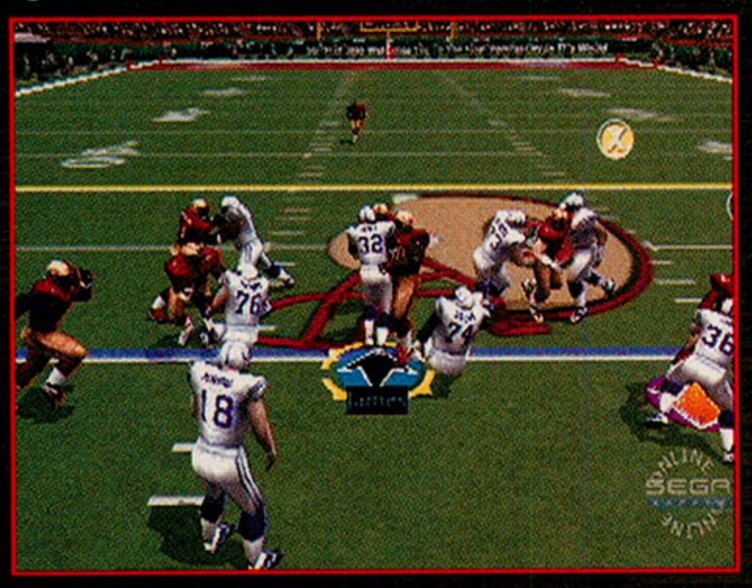


Third Time's the Charm

September 9th, 11:30 P.M. PST—The Dreamcast machine is officially one year old. On the third day of trying, our attempt to sign on to SegaNet succeeded. The modem dialed-up and logged on to SegaNet. After selecting a local number, it connected at 33.6K.

A simple interface greets us, and we're asked to select from the Eastern, Central, or Western region of the United States and then to choose from a number of servers from cities across the country. Each gamer has a bar showing their lag status in relation to yours, ranging from "poor" to "great," indicating how smoothly a game with them would run.

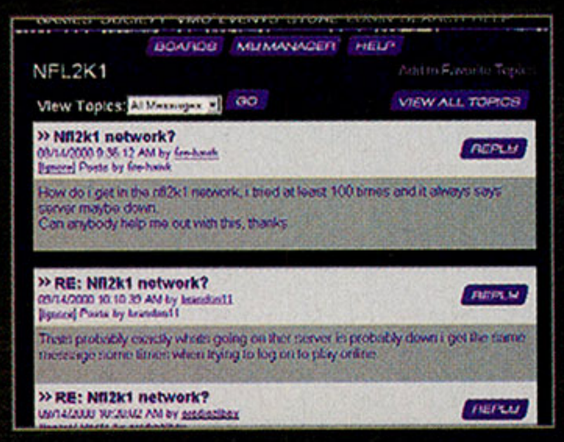
Analysis: The gaming experience is hit and miss. Selecting to play a gamer with "great" status doesn't guarantee smooth gameplay throughout the session.

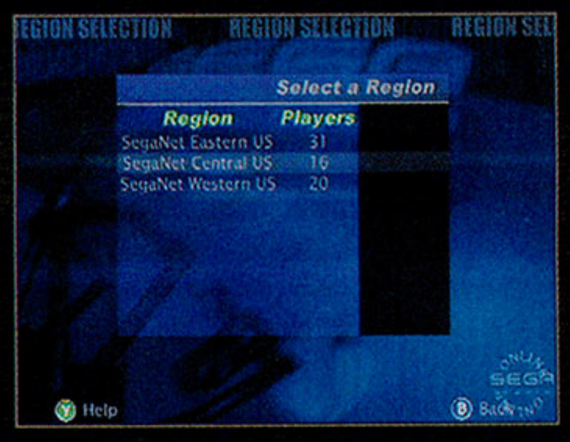


In one such instance, NFL 2K1 stuttered and paused so often during the second quarter, it was impossible to continue. In another attempt, the 56K modem connected at only 28.8K, yet gameplay was silky smooth with only minor pauses and one disconnection.

Online or Offline?

Final Analysis: Did Sega succeed in bringing online gaming to the Dreamcast? Yes and no. While most of the time you may have a great experience with fast gameplay, you'll probably end up dealing with the same issues PC gamers have dealt with for years: broken connections, slowdowns, pauses, etc. For now, playing online isn't as smooth a process as Sega promised, but online gaming can be very good under certain conditions. With an onslaught of online-capable games (like Quake III Arena and Phantasy Star Online) coming soon, Sega needs to tweak its servers if it wants to be the true herald of a gaming revolution.





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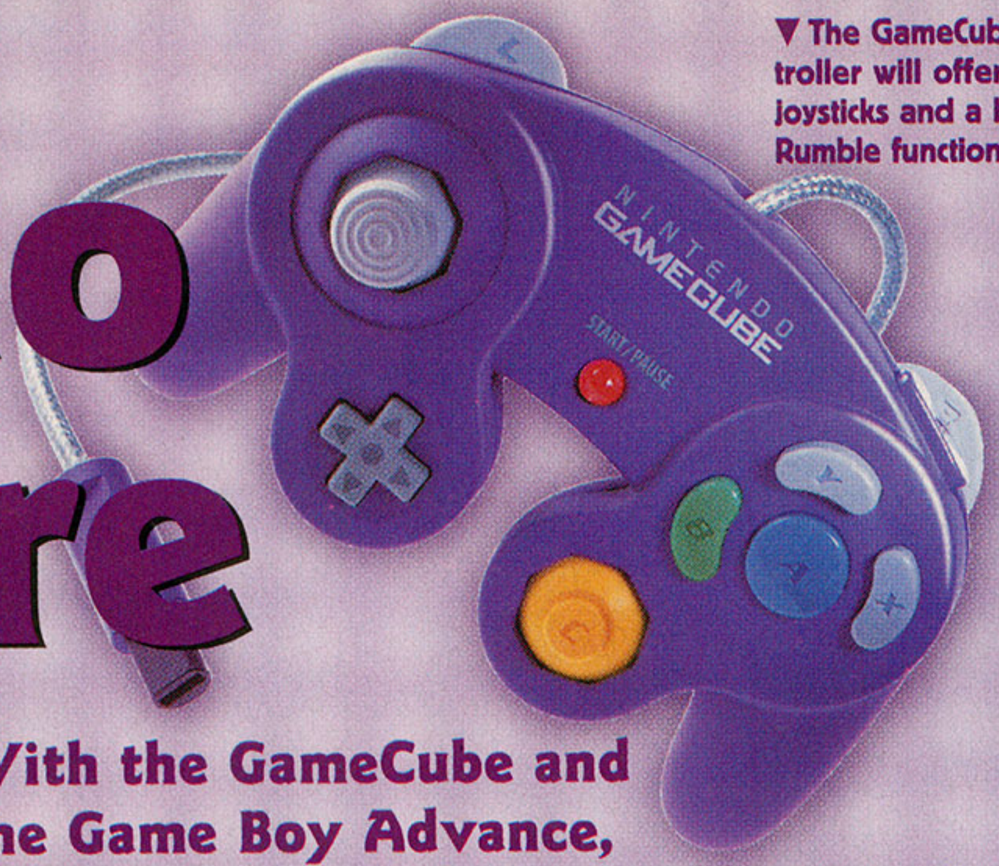
Nintendo Hardware 2001



▼ The GameCube controller will offer two joysticks and a built-in Rumble function.

With the GameCube and the Game Boy Advance, Nintendo is ready to take console and handheld gamers into a new era for video games. ***By The Whizz***

THE PLAYSTATION 2 has landed and the Xbox is launching a late 2001 charge, so Nintendo is preparing to fight back with its own version of the two-hit combo. Its new game-playing hardware, the GameCube and the Game Boy Advance, look like monster boxes clearly presented as game machines, not entertainment devices.

Brains in the 'Cube

The GameCube will be Nintendo's champion in the console arena, and the 'Cube looks like a formidable contender for 2001. Nintendo has promised that the GameCube will make its worldwide debut at the Electronic Entertainment Expo in Los Angeles in May 2001, with a Japanese release following in July and an American launch in October.

Nintendo has also pulled out the stops to make the GameCube a serious game-playing speed demon. The system will be built around the proprietary "Gekko" central processor, which is based on IBM's Power PC chip architecture. The Gekko chip clocks in at a swift 405 MHz, and will enjoy a major speed burst from IBM's copper wire chip technology—one of the fastest ways to move electric impulses through silicon. The unit will achieve an additional graphics boost from a custom co-processor built by ATI that contains embedded MoSys 1-T SRAM, a bleeding-edge way to move data from memory to the CPU. A hefty 43 MB of total system RAM will help the CPU process all this data.

Anything But Square

All this silicon muscle will pack neatly into a 6-inch by 6-inch by 4.3-inch cube casing that's roughly about two-thirds as wide as your Nintendo 64 and twice as high. That extra head space houses the new disc drive for a small (eight

◀▲ With the GameCube, Nintendo takes a radical turn into 2001.

centimeters in diameter) proprietary CD from Matsushita that can hold 1.5 gigabytes of data—twice the storage capacity of a regular CD and roughly 190 times that of the Super Mario 64 cart. However, this means the GameCube will not play DVD movies like the PS2 and the Xbox.

As with the N64, the unit will sport four controller ports in the front, but will also feature two front-mounted memory card slots as well. These slots will support 4 megabit Matsushita Digicards or an adapter for Matsushita's more meaty 64 MB SD Memory Cards.

Additionally, like all Nintendo systems to date, the GameCube will have a couple of I/O ports, but, unlike the others, these ports will actually see duty. You'll be able to plug either a 56K modem or a high-speed broadband Internet adapter into a modular slot underneath the 'Cube.

▼ The Game Boy Advance will sport a 32-bit CPU, a new lateral design, and a color LCD screen larger than the one on the Game Boy Color.

Evolutionary Controls

The GameCube controller will take an evolutionary step beyond the N64 design, too. Picture this: eight buttons, two analog sticks, and a traditional cross-key directional pad. Gone is the Z-trigger; instead a Z-button will be set slightly above the oversized shoulder buttons. Also, one of the analog sticks will be a "C" stick, taking the place of the four yellow N64 C-buttons. Finally, the rumble function will be built into the GameCube controller.

'Boy Meets 'Cube

Even though the GameCube will not be backward compatible with N64 games, it will make a connection with the new Game Boy Advance. The GB Advance will be able to connect to a GameCube controller port and will actually serve as a controller. In head-to-head gameplay, you'll be able to use the Advance to keep your data hidden from your opponents. The Game Boy Advance could be the most powerful game controller ever, but you can bet that this new Nintendo handheld system is not going to rest on those laurels.

The Game Boy Advance will blow the doors off the "old" Game Boy Color. With its new 32-bit CPU designed by ARM, Nintendo says the unit will run 17 times faster than the old Z-80 processor in the Game Boy. The graphics resolution will be up to 240 x 160 dots, up 60 percent over the Game Boy Color. Even better, unlike the GameCube, the Game Boy Advance will be backward compatible with all Game Boy and Game Boy Color games!

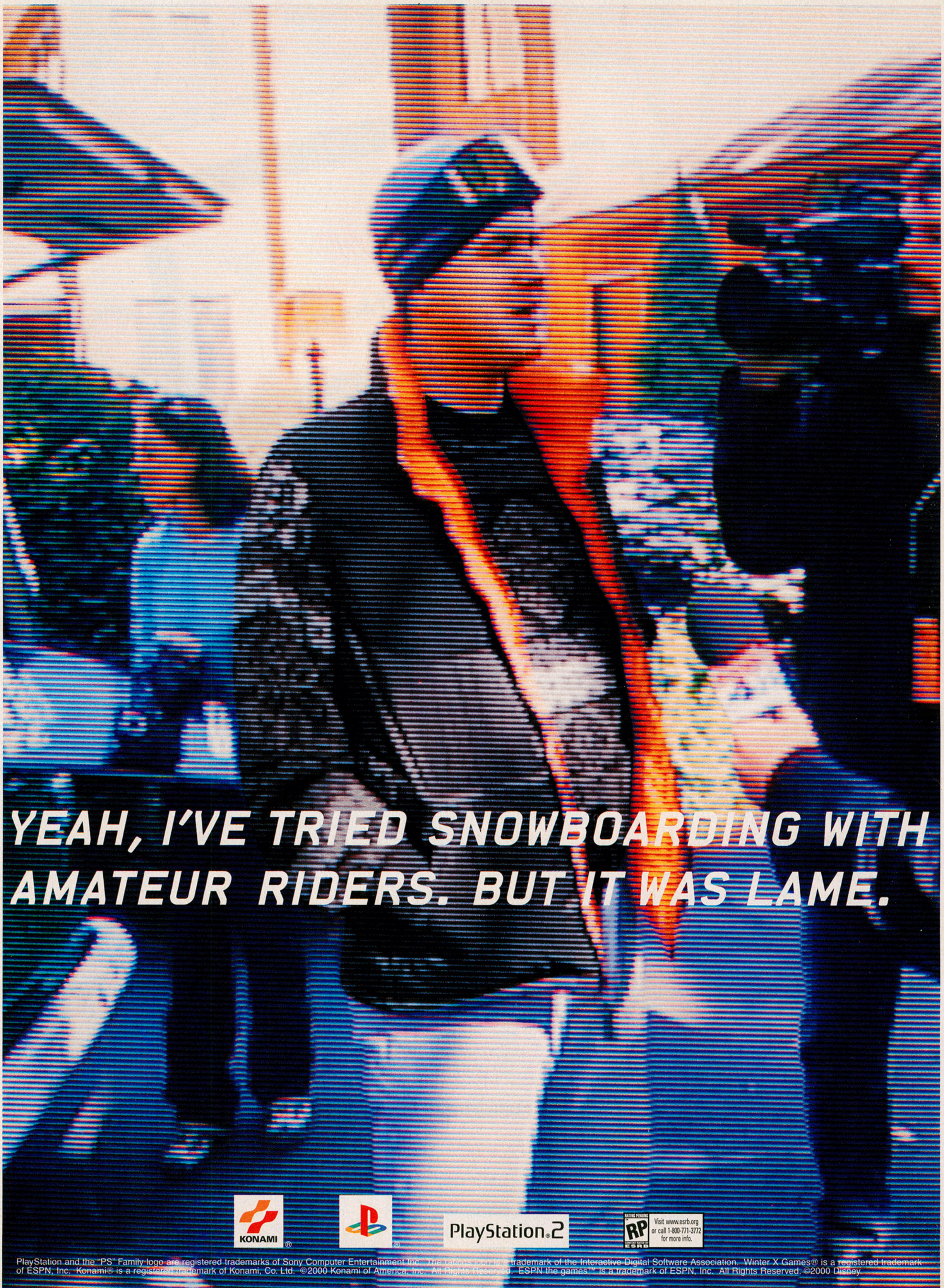
The GBA will also receive a new case design. Its layout will be lateral with the 3.25-inch by 5.6-inch case housing a color LCD screen that's slightly larger than the one on the Game Boy Color. The system will use two shoulder buttons in addition to two action buttons and a directional pad.

Game Boy gamers will get their Advances in 2001. The unit debuts in Japan in March and in the U.S. in July.

Nintendo On the Move

With the Game Boy Advance surfacing in advance of the GameCube, Nintendo is preparing to play to its strengths: a dominating hold on handheld gaming and great console games. By now, gamers everywhere should know that when it comes to hardware, Nintendo knows how to play the game.

▼ The Game Boy Advance will connect to the GameCube for cross-platform gaming and better strategic gameplay.



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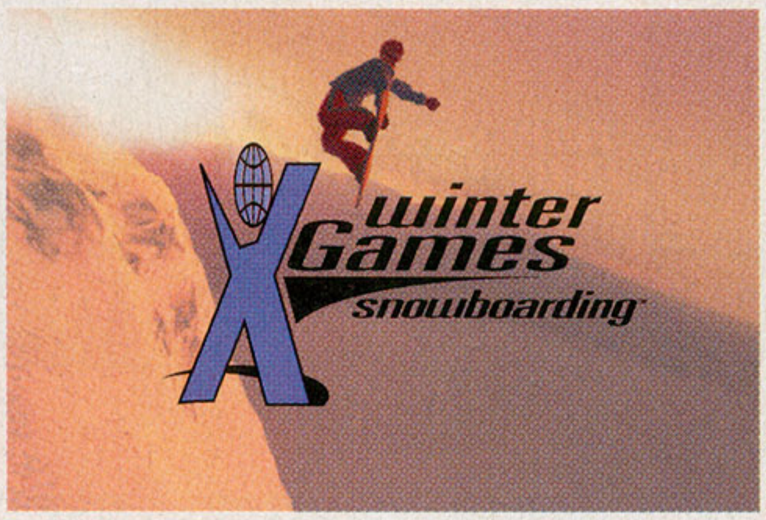

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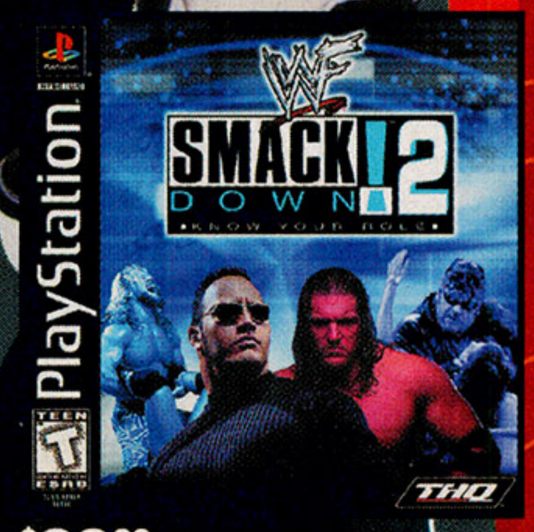

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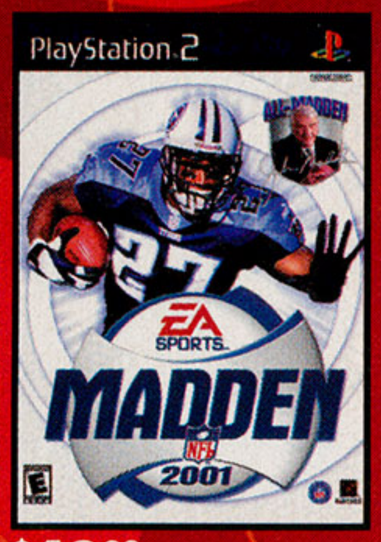

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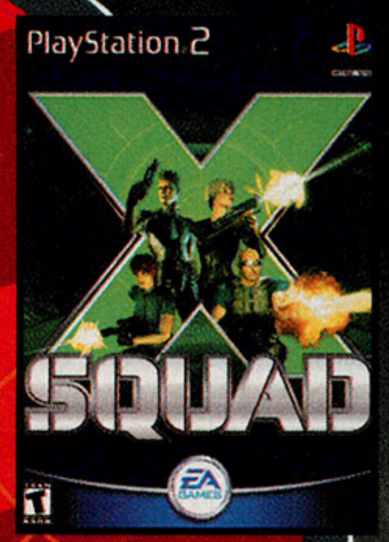

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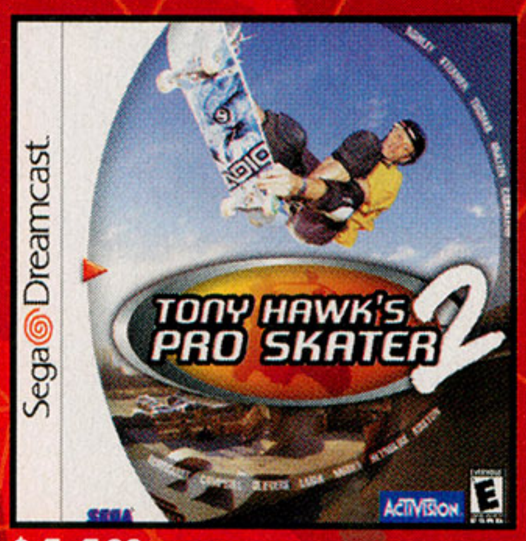

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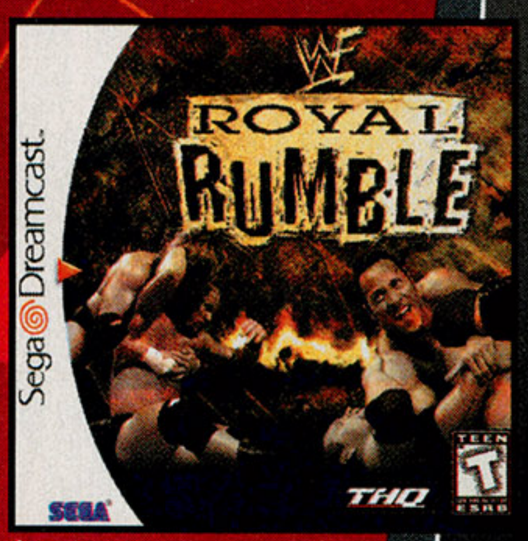

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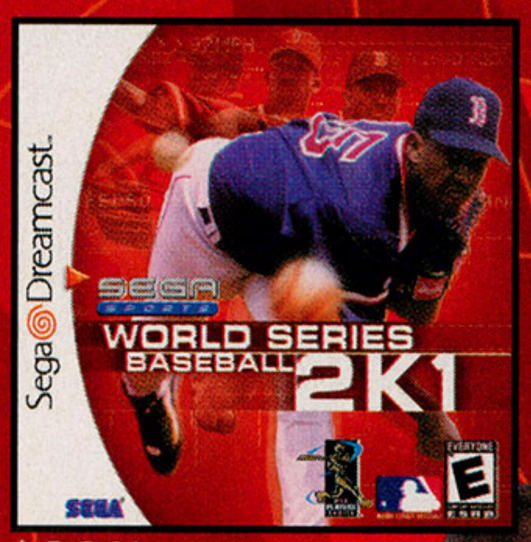

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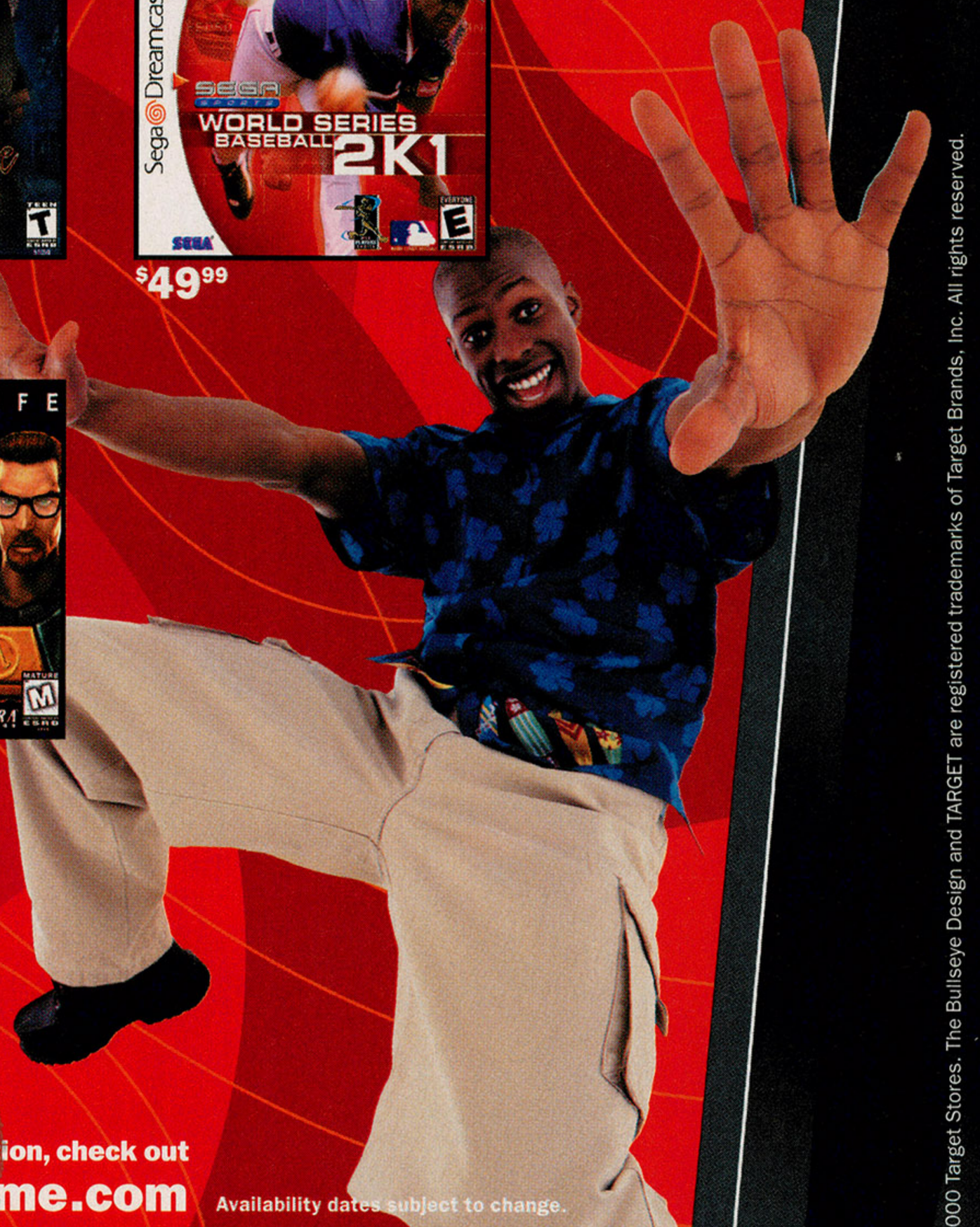

For more game information, check out
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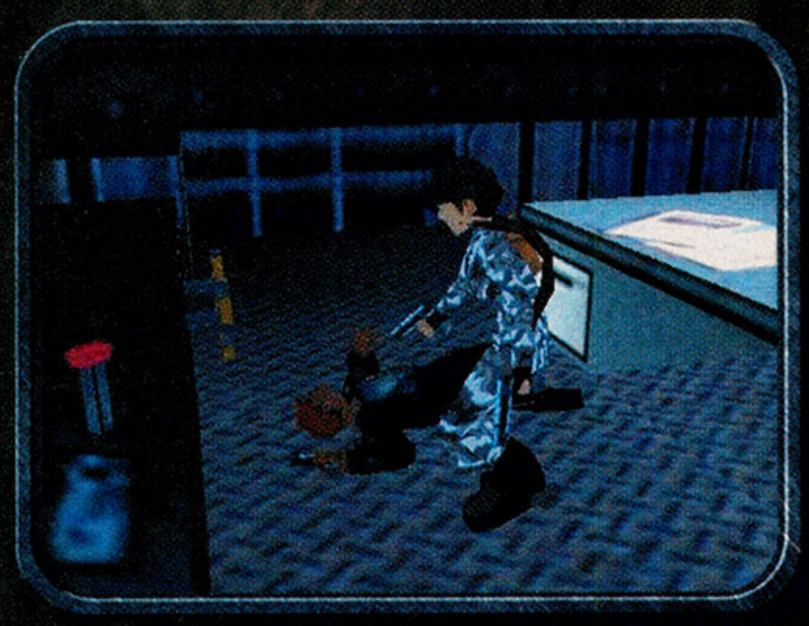

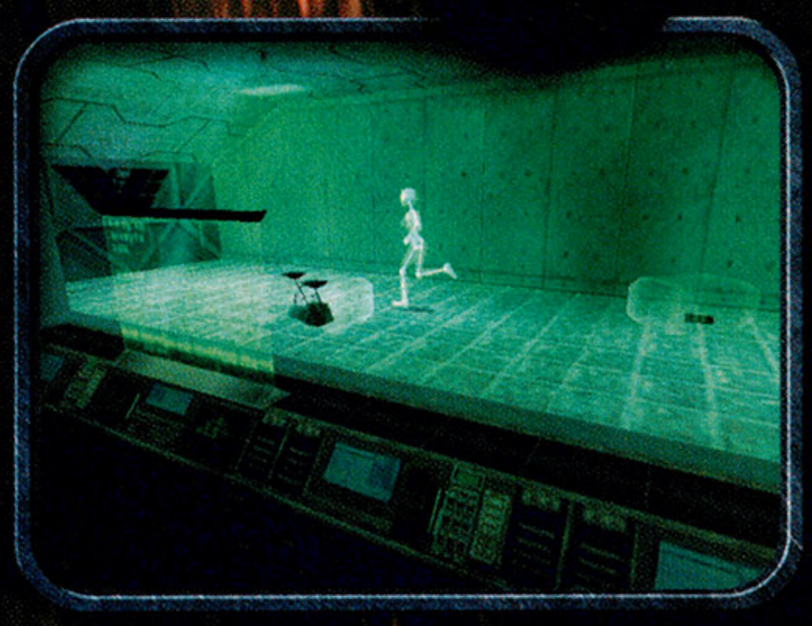

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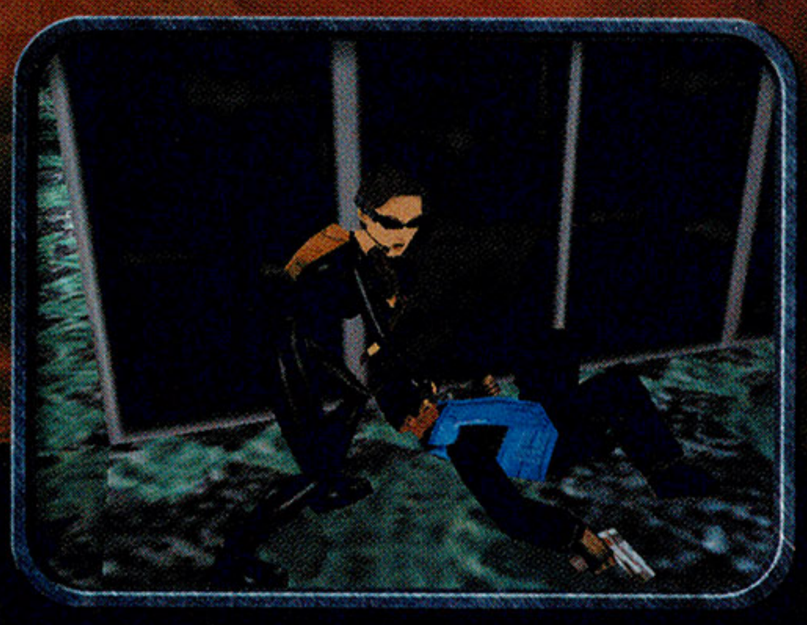

TEEN
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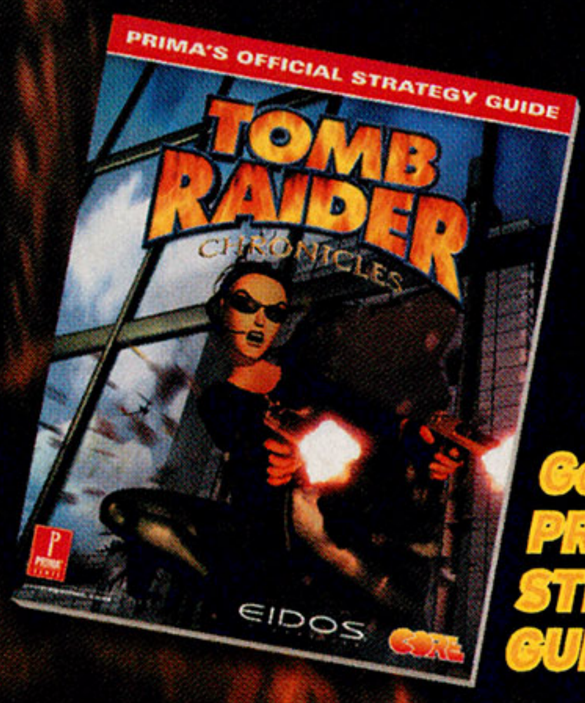
CONTENT RATED BY ESRB

Animated Blood
Animated Violence

PlayStation

PC CD ROM

Dreamcast™



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Revolution Number Nine

TEEN T CONTENT RATED BY ESRB

The Final Fantasy series bids a fond farewell to the PlayStation with one last epic 32-bit adventure worthy of the greatest role-playing series in game history. GamePro's got the full scoop—and some useful strategy—for the most anticipated RPG of the year.

THE WORDS "FINAL" and "fantasy" have never been more appropriate for the legendary series of SquareSoft RPGs as they are for Final Fantasy IX. Not only is it the last appearance for the series on the PlayStation—the system that brought it massive worldwide popularity—but FFIX also departs from the dark, science fiction tone of the last two installments to return to a more light-hearted, fantasy-based adventure.

Not a Cloud (or Squall) in the Sky

Don't be surprised or let down by the "cute" character design and visuals—FFIX delivers all the high production values gamers have come to expect. The best aspect of the series, however, has never been its glossy exterior; it's always been the characters and the story that have carried players through these epic adventures.

Instead of one main protagonist, FFIX weaves the lives of eight characters into the story line. An evil force is moving across Gaia, creating tension between the great countries of Alexandria, Lindblum, Burmecia and Cheyna—which eventually leads to all-out war and destruction. Placed in the center are Zidane, a charming young thief, and Garnet, the beautiful, but sad, princess of Alexandria. Six other characters join the struggle to save Gaia from destruction, each exploring their own moral issues. It's this deep, rich tapestry of emotion that allows this game to transcend the usual RPG "save-the-world" story. Even with all of this emotional baggage, the game seamlessly keeps a light tone, with some characters, such as Quina, mainly present for comic relief. The story flows much like an epic novel, creating taut emotional highs and desperate lows. FFIX is a true narrative accomplishment for a video game.

PROTIP: The Theater District in Lindblum is a great place for card players. Build up your collection there.

PROTIP: If you lose one of your favorite cards, keep rematching that opponent until you win it back.

PROTIP: Sometimes you'll need to wander about fighting until you gain more experience before advancing.

Square Beauty

Along with the masterful story, the sublime visuals simply take your breath away. The fantastic land of Gaia pulsates with life thanks to painstaking detail in the prerendered backgrounds,

PROTIP: Eidilons damage multiple characters, so save them for bosses or when you're facing several tough foes at a time.

PROTIP: Have the character whose attacks are the weakest cure and/or use potions to replenish Hit Points on those with powerful attacks.

PROTIP: These big green trolls counter any hand-to-hand attack. Use magic to take them out instead.

PROTIP: Ether, which replenishes your Magic Points, can only be found. Save it to make sure your characters have MP when they need it.

which blend perfectly with the lower-res character models. The personages emote and express individual characteristics not told through the dialogue. Spells and magical effects are impressive as well, lighting up the battles brilliantly. It goes without saying that the CG cinemas are truly unparalleled in quality by any other game.

Punctuating these visuals are splendid tunes composed by FF veteran Nobou Uematsu. Complex orchestrations and the use of thematic melodies push the emotions and the cinematic feel of the game even further. After playing for 40 to 50 hours, you'll thank SquareSoft for the great music.

Oodles of Moogles

FFIX includes many familiar faces from other Final Fantasy games. You'll see Chocobos, of course, as well as Moogles, and Cid even makes an appearance, although, through his own bad luck, he's been turned into an oglop. You also play a new addictive card game, Quad Mist, much like FFVIII's Triple Triad, which can become an entire game unto itself.

Gameplay will also seem familiar to FF vets. The Active Time Battle (ATB) system returns to give you familiar turn-based combat. Only this time the overly complex Junction and Guardian Force system is replaced by a simpler Abilities system. GFs are called Eidilons this time around, and they don't affect character abilities. FFIX is also filled with mini-games to liven up the gameplay, from the card game to jumping rope, as well as PaRappa the Rapper–style controller timing tests and the usual timed gameplay challenges. As usual, the controls are stellar, moving you smoothly through the world and keeping you in charge during battles.

Final Fantasy's Finale

Each successive Final Fantasy game has more buzz and higher expectations, and yet SquareSoft has still delivered. FFIX is no exception—except for the fact that it does, at times, go beyond expectations to give gamers a true masterpiece. In fact, it further raises the stakes of what makes a great RPG and a worthy finale to possibly the greatest series of games the PlayStation has seen.

For our Final Fantasy IX ProStrategy, see following pages....

FINAL FANTASY IX

BY UNCLE DUST

- Published by Square EA
- $39.99
- Available November
- Role-playing game
- 1 player

TEEN T ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0

GRAPHICS 5.0

FFIX offers the same stellar combination of prerendered backgrounds and amazing CG cinemas as previous FF PlayStation games, but this time in a unique fantasy-based world.

SOUND 5.0

The music cues your emotions throughout the story, from battles to heartbreak to comedy. And it's still good after playing the game for 40 hours.

CONTROL 5.0

The controls mix solid navigation through the world with the definitive turn-based battle system. FFIX's Ability system allows for experimentation without being overly complex.

FUN FACTOR 5.0

A gripping story, terrific characters, impressive graphics, deep controls—this game has it all. The Final Fantasy series keeps improving with age.

Nine Lives: A Final Fantasy History

—Major Mike

Final Fantasy (NES, 1990)

The first Final Fantasy title (released in 1987 in Japan) featured four warriors who unite to defeat a common foe and save their dying planet. This was the only NES Final Fantasy game released in the U.S. (two more games for the 8-bit system would be released in Japan).

Final Fantasy II (SNES, 1991)

One of the first RPGs for the SNES in the U.S., FFII introduced several innovative play mechanics—especially the Active Time Battle. This game was titled Final Fantasy IV in Japan, as FFII and FFIII never made it to U.S. shores.—GamePro review: 3/92

Graphics: 5.0 Sound: 5.0
Control: 5.0 Fun Factor: 5.0

Final Fantasy III (SNES, 1994)

Originally released as Final Fantasy VI in Japan (Final Fantasy V never came to the U.S.—at least not in cartridge form), FFIII is arguably the best game in the RPG series. Complete with epic story, engaging characters, and a play engine that allowed you to place any character in the battle party at any time, FFIII blew the series out of the 16-bit era with a bang.—11/94

Graphics: 4.5 Sound: 5.0
Control: 5.0 Fun Factor: 5.0

Final Fantasy VII

TEEN T ESRB

(PlayStation, 1997)

It took three years, over $20 million, and SquareSoft's breakup with Nintendo, but Final Fantasy VII made gaming history with record sales and one of the best RPG titles ever created. Taking full advantage of the 32-bit system's CD capabilities, FFVII's three-disc epic narrative is loaded with unforgettable moments, including one of the most heartbreaking sequences ever in a video game.—10/97

Graphics: 5.0 Sound: 5.0
Control: 5.0 Fun Factor: 5.0

Final Fantasy VIII

TEEN T ESRB

(PlayStation, 1999)

Although it seemed impossible, Final Fantasy VIII topped its predecessor in terms of scope (four CDs) and visual flash. Although FFVIII's linear story and cumbersome Guardian Force junction system were disappointing to some, FFVIII delivered prime RPG goods with powerhouse visuals and intense battle sequences.—10/99

Graphics: 5.0 Sound: 5.0
Control: 5.0 Fun Factor: 5.0

Final Fantasy Anthology

TEEN T ESRB

(PlayStation, 1999)

A compilation of FFV (previously unavailable in the U.S.) and FFVI (released as FFIII for the SNES) transferred from 16- to 32-bit, FF Anthology was a welcome retro-RPG experience. Beautifully woven narratives, great characters, and unique combat systems will keep RPG gamers hooked.—11/99

Final Fantasy V
Graphics: 4.0 Sound: 4.0
Control: 4.0 Fun Factor: 5.0

Final Fantasy VI
Graphics: 3.0 Sound: 3.5
Control: 3.0 Fun Factor: 5.0

Final Fantasy IX Mini-Prostrategy Guide

This brief walkthrough will help you past the first two discs of the epic four-CD Final Fantasy IX. Be warned, there are plenty of plot spoilers listed below! By Uncle Dust

• Disc One •

Opening Credits/Airship

As the opening credits roll, you play as Zidane and meet the members of Tantalus—Blank, Marcus, and Cinna. You have your first battle with Baku, the leader, who wears a mask.

Alexandria Town

Go to the ticket booth where you find that your ticket is a fake. Exchange it to receive Goblin, Fang, and Skeleton cards. Next, go to the left and find the rat kid—he helps you into the theater. If you return to the alley before climbing the tower with the Moogle at the bottom, you'll see Alleyway Jack. Approach Jack slowly, then quickly press × when the exclamation point appears above your head, and he'll teach you how to play the card game, Quad Mist.

Airship Theater

During the performance, battle Baku again. If you score well during the swordfight mini-game, you'll receive lots of Gil. You can repeat the performance as many times as you need to maximize your earnings.

Alexandria Castle

There is a Moogle in the room where Blank and Zidane change into the Pluto Knight's armor, so you can save your game there. When searching for the princess, leave the castle, go left at the fountain, and climb up the tower steps. After a chase, battle Steiner. After the play, Vivi joins the party and you battle Steiner again. Use Vivi's magic on Steiner, while the others take out the Pluto Knights.

Airship Crash Site

Leave the ship and go to the right to find Vivi, then battle the plant monster that captured Garnet. You can't defeat it, but keep Garnet alive with potions. Use the same tactics during the second plant monster battle. Return to the ship, give Steiner and Vivi the medicine, then fight Baku. Stock up on supplies, save your game, and then head out with Zidane, Steiner, and Vivi to rescue the princess.

Forest of Evil

Advance to the right, up, and then to the right again. Replenish your HP and MP with the fountain and save your game with the Moogle hiding in the tree trunk. Continue to the right, then up for a boss battle with Plant Brain. Be sure to use Vivi's Fire Magic and Steiner's Fire Sword. After the battle, run from the spider plants or else numerous battles ensue.

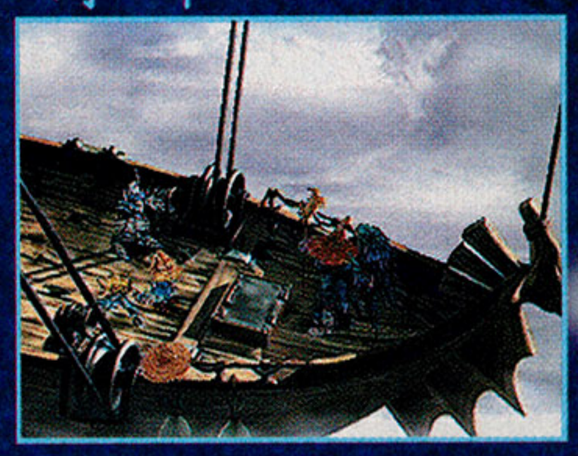
Ice Cavern

When walking through the cavern, watch for a question mark to appear overhead. This points out fake walls which Vivi's magic can break. You get the Mage Masher in the first hole. When Black Waltz Number One summons a giant sea lion, defeat the Waltz first, then the sea lion. Once outside the Ice Cavern, Garnet asks to be called Dagger.

Village of Dali

There is a Moogle in the lobby of the Inn to save your game. After Vivi is kidnapped, find Dagger and enter the windmill to find the underground passage. You find a mist-powered machine churning out eggs. If you open the door with mist coming out of it at the top of the screen, you'll battle three monsters and then have random encounters the rest of the time underground. Playing as Steiner, talk to the old man to find the cargo ship. There, you reunite with Zidane, Dagger, and Vivi. During the battle with Black Waltz Number Two, use Dagger to replenish your characters' HP. After defeating Black Waltz, board the cargo ship before it takes off.

Cargo Ship



During the battle with Black Waltz Number Three, use Vivi's Fire Magic and Steiner's Fire Sword to attack.

Lindblum Business District

Zidane meets Freya at the bar, and she joins your party. There is a Moogle in the room next to Zidane's in the Inn to save your game. Across from the Inn is the air taxi station that connects the areas of Lindblum. Have Vivi buy a Moogle nut while shopping in the store. Then ride an air taxi to the Theater District.

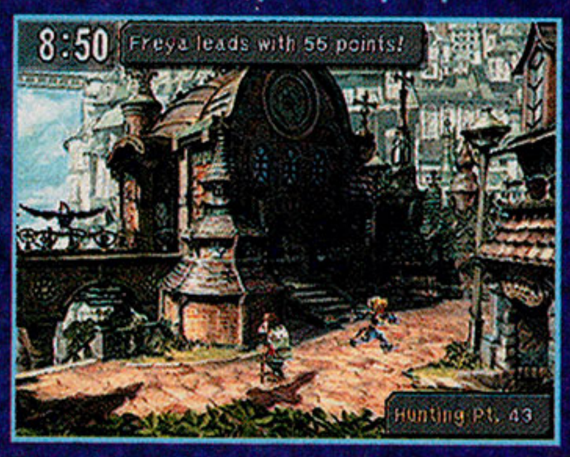
Lindblum Theater District

Go left from the taxi station, then enter the building on the left side of the next screen. There are three treasure chests inside. After that, head to the castle to find Dagger.

Lindblum Grand Castle

Enter the castle and go to the guestroom (which has a Moogle in the corner) and talk to Steiner. After that, go find the sleeping palace guard, then try to ride the elevator; you'll be denied. Go back to the sleeping guard—trick him and take his clothes. Now you can use the elevator. Go to Dagger on the roof. Look through the telescope to see the layout of the land. After that, you decide to participate in the Hunting Festival. Your starting point is the Theater District, so save your game and take an air taxi there.

Lindblum Theater District



Run through each screen of the Theater District battling at least one monster on each screen, then head back to the air taxi station. Avoid the last bird creature before returning—it's worth only one point. Take an air taxi to the Business District.

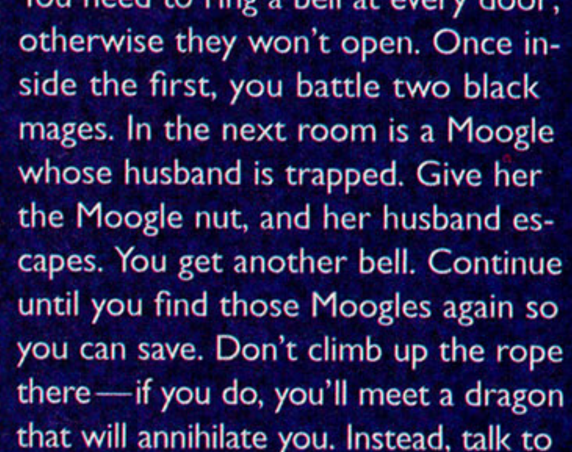
Lindblum Business District

Battle more monsters in each screen. When the high score goes over 100 points, go to the screen farthest to the right (which has a fountain) where a giant Zaghnol appears. Defeat it with Freya's help to win the Hunting Festival. Later, take the elevator down to the Dragon Gate. There, stock up on supplies and save your game with a Moogle before you leave. Go northeast on the world map, past Qu's Marsh along the visible roots to find Gizamaluke's Grotto. Build up experience levels before you enter—the next fights are tough.

Gizamaluke's Grotto

You need to ring a bell at every door; otherwise they won't open. Once inside the first, you battle two black mages. In the next room is a Moogle whose husband is trapped. Give her the Moogle nut, and her husband escapes. You get another bell. Continue until you find those Moogles again so you can save. Don't climb up the rope there—if you do, you'll meet a dragon that will annihilate you. Instead, talk to the Moogles, then go back the way you came. One Moogle gives you a bell before you leave. Use it to get inside the next door, where you have a boss battle with Gizamaluke. Use Vivi's Blizzard Magic and Freya's jump attack on it.

South Gate



Talk to everyone inside the South Gate to obtain a gate pass and also some privacy in the alley to let Dagger out of the knapsack she was hiding in. Head back to the left, where there is a Moogle. Then ride the train using the gate pass.

Burmecian Kingdom

When you enter Burmecia, head up toward a building where Zorn and Thorn appear. You battle two black mages. After that, ascend the stairs to the right. Once inside, go up and through the door on the right where you find another door that won't open. Head left to the next screen where a piece of the floor falls down to the second level. Exit the building and enter the one on the left and cross over that fallen piece of floor. Now you can go out to the balcony and over into the bedroom. You find a bell behind the bed, which will open the door. You'll battle basilisks while in Burmecia, which use petrify spells—use Vivi's Blizzard Magic on them and have plenty of Soft to un-petrify party members. Also, some treasure chests here are really monsters, which use a call spell to get another monster to join the battle. Defeat the treasure chests first, so they don't call another monster. After you go through the locked door by ringing the bell, continue up until you get to a screen with two houses and a path in the middle. The house on the right has a Mythril Spear; the one on the left has a Moogle—save your game. Head up the path, where you find Queen Brahne, Beatrix, and Kuja. You can't defeat her, just survive.

• Disc Two •

South Gate

A Moogle is on the right side of the rest stop at the train station. Ride the train to Treno with Marcus. On the way, you battle Black Waltz Number Three again. Get off at the station, then go to the right to exit the gate and head to Treno. On the world map, give ore to the monster that asks for it and receive 10 AP.

Treno

Explore the town with Steiner. Go to the auction hall to meet Dagger. Proceed to the inn to find Marcus and head downstairs and speak to Baku. When you're getting the SuperSoft, you meet Dr. Tot, Dagger's teacher. Go to the tower on the left side of town, which is Dr. Tot's house. Talk to Dr. Tot, then go downstairs in the tower to the underground passage.

Gargan Roo

There's a Moogle at the bottom of the ladder. Go left, move the lever, then go right, then go up and pull down the other lever. Finally, go down, press the last lever, and the Gargant stops. As you ride the Gargant, it stops in the tunnel. Battle the giant worm monster.

Cleyra's Trunk

Enter the sandstorm in the world map to get to Cleyra. Advance through the tree roots, pulling levers to clear the sand from the correct path. Sand Golems are tough opponents, so attack the core when it's stunned to defeat one. At the very end of the path there is quicksand; press × repeatedly to avoid falling in. Go all the way to the left past the quicksand to exit this level.

Cleyra Settlement

Explore the town with Zidane. Battle Antorion to save the rat kid. Make sure to heal and save your game after that. Then head down to the Trunk again and battle several Alexandrian soldiers, then several black mages. After that, there is a Moogle to save your game. Next, battle Beatrix again, and again you cannot defeat her, you can only survive.

Alexandria Basement

Swing back and forth to free Marcus and Steiner. Reunite with Zidane, Vivi and Freya. Then you have 30 minutes to save the princess. Head upstairs to Brahne's room. Go through a hidden passage behind the fireplace. Proceed past a rotating bridge. You must fight Zorn and Thorn to get to the princess. Take her up and battle Beatrix in Brahne's room. You can't defeat her. Battle Vandersnatches as you escape down to the underground passage to ride the Gargant. Battle a worm in the passage.

Pinnacle Rocks

Find the five apparitions of Ramu (each tells part of a story) to get him as an Eidilon. Three are easy to find, while one is hidden in the background of the screen with the Moogle, and the other is back on the very first screen of Pinnacle Rocks. Put the four parts of the story in chronological order, and the last part can be either Human or Hero. Head back to Lindblum.

Lindblum Business District

Stock up on supplies, save at the Inn, then talk to the man at the fountain, who will take you to Qu's Marsh.

Qu's Marsh

Capture a frog; give it to Quina, who joins the party. Go to Fossil Roo.

Fossil Roo

Talk to the treasure hunter and follow his directions on riding Gargants and flipping switches to advance to the next section of the path. After that, head back to the screen with the treasure hunter and walk down from him. A Moogle is by the next part of the path. Flip the switches and ride the Gargants to the exit.

The Outer Continent

Head to the building that looks like a bridge. You must circle to get up on its level. If you give ore to the creature that asks for it, you'll get 20 AP.

Conde Petie

Explore the city. Talk to Vivi on the bridge and in the item shop. Stock up and head southeast on the world map to the small forest with a question mark as the name. Enter it.

Black Mage Village

When you get to the screen with the owls in trees, head to the right, then you reappear at the bottom; go right again, then you reappear at the top left; then go to the left, then to the right, and you enter the Black Mage Village. Explore the village, stock up on supplies, save your game, and head out to the mountain path.

Mountain Path

You meet Eiko, and she joins your party. After that, you battle a giant. Defeat him using Eiko's and Dagger's Eidilons, then go to Eiko's home.

Madain Sari

Explore the town. Go to the far right to reach a restricted area. Go back to the beginning, and a Moogle leads you back to the Eidilon Wall. Return, find Dagger, and show her the wall. Save before you leave.

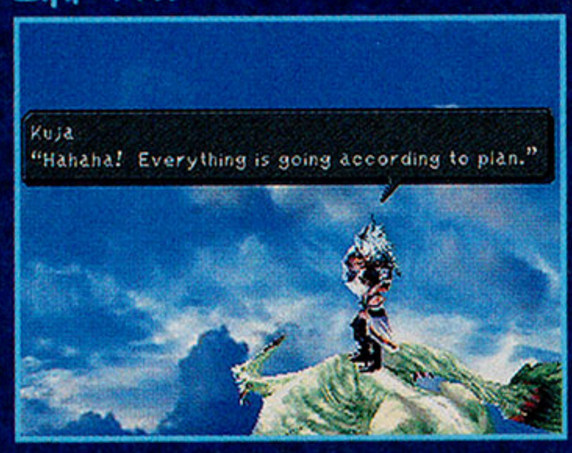
Iifa Tree Roots

Advance to the circular platform and ride it down. Make your way down further to the glowing green roots. You'll find a leaf platform that carries you down further. You battle monsters on the way down, including Dragon Zombies, which are weak against fire. Lastly, you have a boss battle with Soul Cage. Use Eiko and Dagger's Eidilons to defeat him. Afterward, return to Madain Sari.

Madain Sari

When you arrive here, the bounty hunter Rani appears and holds Eiko hostage. Another bounty hunter, Armarant, appears; Lani then leaves. Zidane battles Armarant. After Zidane defeats Armarant, he joins the party. Next, return to the Iifa Tree.

Iifa Tree



Kuja arrives, riding his silver dragon. Advance to fight him and battle monsters on the way. But, before you can get to Kuja, Queen Brahne appears and attacks Kuja. She summons Bahamut, but Kuja takes control of Bahamut and kills Brahne.

For info on discs three and four, check out part 2 of our Final Fantasy IX guide in the January issue of *GamePro*.

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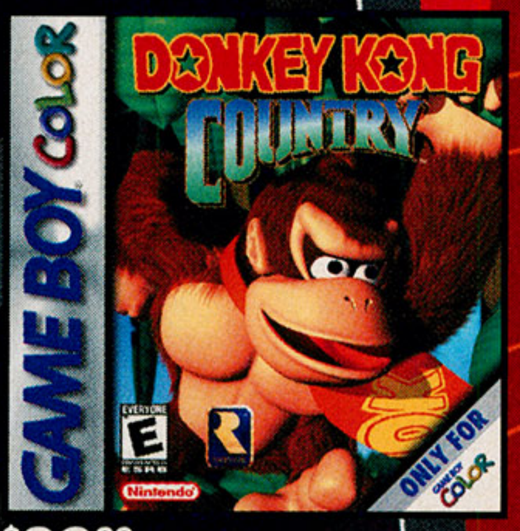

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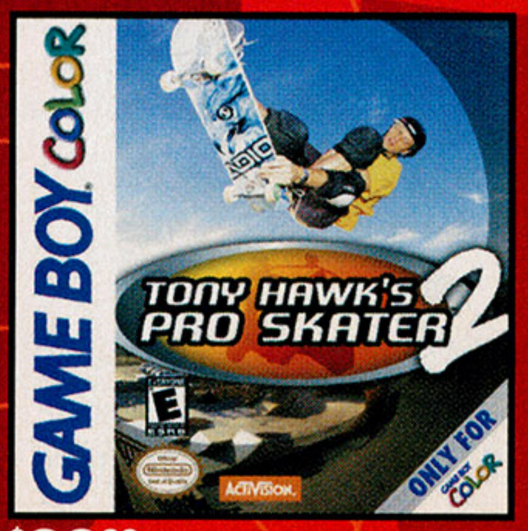

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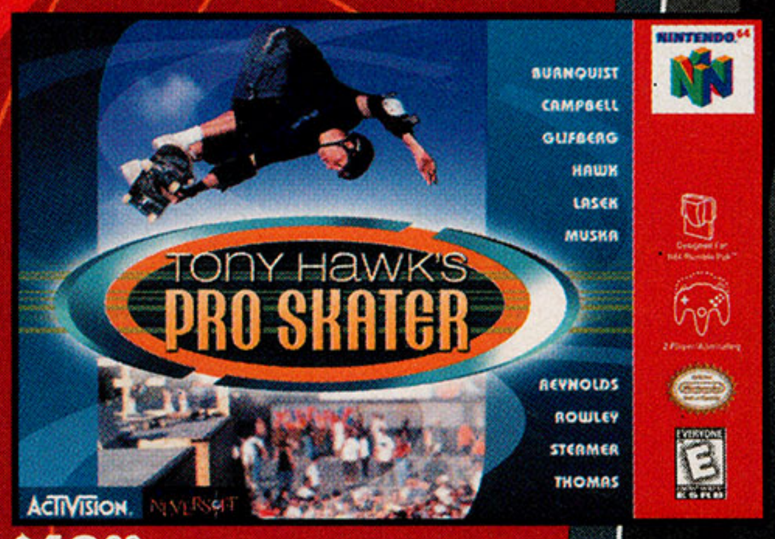

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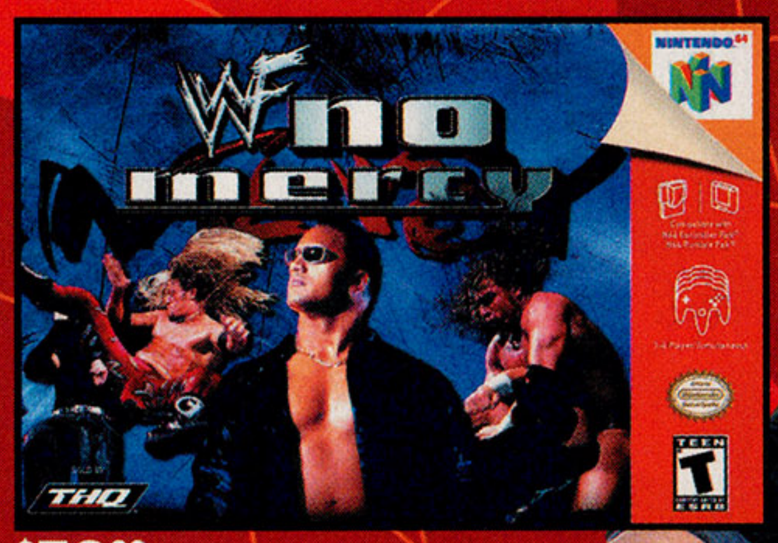

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PlayStation®2

RELEASE DATE: PLAYSTATION 2 LAUNCH

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10 MIDWAY 10A MIDWAY

11 MIDWAY 11A MIDWAY

9 MIDWAY 9A MIDWAY

GamePro's • Third • Annual CONTROLLER Torture • Test

Twenty-seven controllers for four systems were stranded in the *GamePro* offices for one purpose: to see who would be the ultimate survivors. After hours of rigorous testing, followed by outright abuse, here's who walked away as the winners—and who got voted off.

***By Lamchop and the Editors of* GamePro**

GamePro's 3rd Annual Controller Torture Test is dedicated to any gamer who has ever hurled a controller at the wall after being beaten in Street Fighter 10 times in a row. It's for anyone who's ever tripped over a cord, stepped on a directional pad, kicked, spiked, tossed, spilt "gunk" on, or generally abused a piece of molded plastic—and then realized, often too late, that you'd paid good money for it.

GamePro editors sent an open invitation to the many tribes of peripheral companies for their most durable and outstanding contenders to see which controllers could go beyond the call of duty. We rated the controllers for comfort (how it feels in your hands), design (the placement of buttons and such), and overall performance—then we dropped them into a pit of peripheral pain. Which ones would meet the challenges and which would be castaways, left to the vultures? After extensive testing, the Tribal Council has spoken.

Note: The term "vibration" is used to cover everything from Sony's Dual Shock to Sega's Jump Pak rumblings. To prevent peripheral companies from coming after us with a sledgehammer for destroying their hot PlayStation 2 controllers, we were compelled to withhold these controllers from the torture test.

STAGE 1: USE

PlayStation 2

Pelican Retro Shock

Price: $19.95
Features: Programmable buttons, built-in vibration
Pros: Comfortable grips, solid buttons
Cons: Very uncomfortable floating directional pad with some games; controller imprecise
Comfort: 3.5 **Design:** 3.5 **Overall:** 3.5

Mad Catz Dual Force 2

Price: $29.99
Features: Steering wheel/analog/digital modes, macro button for programming functions into a single button; built-in vibration
Pros: Solid feel, bigger grips, macro button
Cons: "Screw holes" underneath scrape your fingers.
Comfort: 2.5 **Design:** 4.0 **Overall:** 4.0

InterAct Dual Impact 2

Price: $24.99
Features: Standard controller with no frills; built-in vibration
PROS: Great directional pad; comfortable grip—especially for gamers with large hands
CONS: Useless for games that require shoulder buttons. Flimsy design, poor spacing, and lousy responsiveness make the shoulder buttons unusable.
Comfort: 4.0 **Design:** 2.5 **Overall:** 3.0

WINNER:

Sony PlayStation 2 Controller

Sony's excellent PlayStation 2 controller beats out the early batch of competitors with a design we've come to love. Mad Catz's Dual Force 2 is also a good choice, provided you tape over those problematic screw holes.

Price: $29.99
Features: Standard PlayStation 2 controller, built-in vibration
PROS: Solid frame, quick button response
CONS: Short grip handles
Comfort: 5.0 **Design:** 4.5 **Overall:** 4.5

PlayStation

Saitek PX2500

Price: $24.95
Features: Throttle wheel for racing games, lockable analog sticks for precise movement, built-in vibration
Pros: Good vibration, scalloped directional pad feels comfortable
Cons: Buttons too small, unit slightly top-heavy, unresponsive directional pad with tap-style moves; uncomfortably vigorous (and loud) vibration
Comfort: 3.5 **Design:** 3.5 **Overall:** 3.5

Saitek PX3000

Price: $49.95
Features: Tilt function, analog control, throttle wheel, built-in vibration
Pros: Analog control, fine tilt function
Cons: Inaccurate directional pad, throttle wheel awkward and goofy; expensive
Comfort: 3.5 **Design:** 3.5 **Overall:** 3.0

Blaze 3D Viper Pro Shock

Price: $19.99
Features: 3D floating directional pad, assignable auto-fire and slow-motion function, built-in vibration
Pros: Unique joystick-like clicking directional pad gives audible feedback and precise control with comfortably large grips.
Cons: Unusually loud Dual Shock motors; shoulder buttons loose and placement angle a little awkward
Comfort: 4.5 **Design:** 3.5 **Overall:** 4.0

Nyko Viper 2

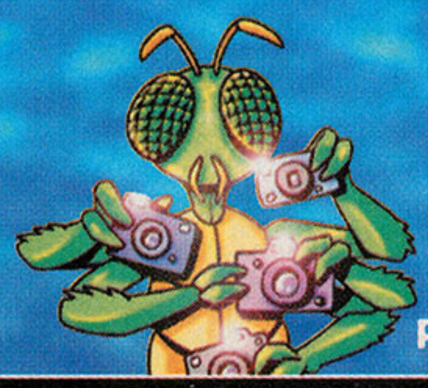
Price: $19.99
Features: Turbo and mode-button options, built-in vibration
PROS: Comfortable with solid frame construction
CONS: Loose, imprecise analog and digital controls; sticky shoulder buttons
Comfort: 4.0 **Design:** 4.5 **Overall:** 4.0

Naki Rocker Pad

Price: $17.99
Features: Programmable buttons, turbo and slow-motion functions, built-in vibration
PROS: Watchable motors through spiffy clear plastic; very comfortable grips, smooth directional pad and analog sticks
CONS: Awkward button spacing, flimsy shoulder buttons
Comfort: 4.5 **Design:** 3.5 **Overall:** 4.0

InterAct Barracuda Dual Vibration 2

Price: $24.99
Features: Auto-fire, three mode options, programmable, built-in vibration
PROS: Comfortable in your hands; lots of features, smooth analog sticks
CONS: Shoulder triggers small, too close together, flimsy; imprecise directional pad
Comfort: 4.0 **Design:** 3.5 **Overall:** 3.5



Photos by ShutterBugg

Pelican Digital Edge

Price: $7.99
Features: Turbo and slow-motion options
PROS: Small, tight design with nice, big shoulder triggers; Comfortable contoured directional pad; low price
CONS: No analog controls, very loose directional pad; small, narrow design best for small hands
Comfort: 3.5 **Design:** 3.0 **Overall:** 3.5

InterAct Dual Impact Colors

Price: $19.99
Features: Three mode options, dual analog controls, built-in vibration
PROS: Rounded handles very comfortable and solid
CONS: Jerky analog controls; buttons, shoulder triggers, and directional pad stick too far out; annoying clicking sounds when pressed
Comfort: 4.0 **Design:** 2.5 **Overall:** 3.5

Blaze Palm Pad Junior

Price: $24.99
Features: Compact design, turbo and slow-motion functions, built-in vibration
Pros: Full-function pad for a small size
Cons: Uncomfortable button-style directional pad
Comfort: 3.5 **Design:** 4.0 **Overall:** 3.5

WINNER:

Sony PlayStation Controller

For the second year in a row, Sony's PlayStation controller takes the gold. Its comfortable design and excellent response really stood way out. Nyko's Viper 2 came in at a close second as a very solid controller.

Price: $29.99
Features: Standard PlayStation controller, built-in vibration
Pros: Solid frame, quick button response
Cons: Short grip handles
Comfort: 5.0 **Design:** 4.5 **Overall:** 4.5

Dreamcast

Blaze Advanced Pad

Price: $19.99
Features: Turbo and slow-motion function
PROS: Solid, sturdy frame construction in funky see-through plastic
CONS: Stiff, clunky directional pad; buttons painfully uncomfortable; two extra buttons poorly placed on top of the controller
Comfort: 2.5 **Design:** 3.0 **Overall:** 3.0

Nyko DreamMaster

Price: $24.99
Features: Turbo and slow-motion functions
PROS: Solid frame construction with firm triggers
CONS: Fragile analog stick; extra Z- and C-buttons easily depressed accidentally because of placement
Comfort: 4.0 **Design:** 2.5 **Overall:** 3.5

Pelican Dream Shock

Price: $19.99
Features: Programmable buttons, built-in vibration
PROS: Excellent grip and feel with cool, one-piece directional pad; built-in vibration; good value
CONS: Fragile analog stick
Comfort: 4.5 **Design:** 4.0 **Overall:** 4.0

InterAct Quantum FighterPad

Price: $29.99
Features: Six fire buttons, auto-fire function, programmable
PROS: Six fire buttons ideal for fighting and sports games; solid frame construction, analog stick comfortably round and smooth.
CONS: Shoulder triggers stiff and flimsy—must be pushed in too far; directional pad imprecise
Comfort: 4.0 **Design:** 3.5 **Overall:** 4.0

Naki Ice Pad

Price: $21.99
Features: Turbo and slow-motion functions
Pros: Cool blend of colors; standard, no-frills controller
Cons: Turbo and slow-motion buttons placed in awkward position; the plastic feels a bit cheap.
Comfort: 3.0 **Design:** 3.0 **Overall:** 3.0

WINNER:

Sega Dreamcast Controller

Hang onto your Dreamcast controller because it's still the best one around. Pelican's Dream Shock is a good alternative with its built-in vibration—you'll save $10 on a jump pack.

Price: $29.95
Features: Standard Dreamcast controller
Pros: Smooth analog and digital controls; sculptured triggers
Cons: Directional pad a little loose; slightly small feel
Comfort: 4.5 **Design:** 4.0 **Overall:** 4.5

Nintendo 64

Mad Catz Advanced Control Pad

Price: $19.99
Features: Sculpted rubber grips, trigger-shaped Z-button
Pros: Fingers fit grip grooves perfectly. C-buttons larger than on Nintendo's controller
Cons: Balance a little strange—feels and looks a bit low-rent
Comfort: 4.0 **Design:** 4.0 **Overall:** 4.0

InterAct SuperPad 64 Colors

Price: $19.99
Features: Steel analog stick, four translucent colors
PROS: Comfortable, rounded top-buttons with solid frame construction
CONS: Cheap shoulder buttons and trigger; very uncomfortable when using directional pad; mainly designed for small hands
Comfort: 2.5 **Design:** 3.5 **Overall:** 3.0

Naki Rocker Pad

Price: $15.99
Features: Turbo and slow-motion functions
PROS: Solid frame construction; useful turbo and slow-motion functions
CONS: Grips too short—better suited for small-handed gamers; directional pad not solid; analog stick stiff and notchy—frustrating for precise aiming in "sniper" modes
Comfort: 2.0 **Design:** 3.0 **Overall:** 2.5

WINNER:

Nintendo N64 Controller

Nintendo's N64 controller is the standard by which all other N64 controllers are measured. It's no surprise, then, that this is the peripheral of choice and the clear winner once again.

Price: $29.99
Features: Standard N64 controller
Pros: Solid frame with great button response; great analog and digital controls
Cons: Small grip handles
Comfort: 4.5 **Design:** 4.0 **Overall:** 4.5

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ARCADE STICKS–PlayStation

Blaze Pro Shock Lite

Price: $24.99
Features: Small-scale arcade joystick with 4X2-button layout; turbo and slow-motion functions; built-in vibration
Pros: Son of last year's overall joystick winner (see Pro Shock Arcade); Cute as a button; good button layout for fighting games
Cons: Too small for big hands, but big enough to require a tabletop; buttons a little loose
Comfort: 3.5 **Design:** 4.5 **Overall:** 4.0

Blaze Home Arcade Twin Shock

Price: $49.99
Features: Turbo and slow-motion functions, arcade-like two-player compatibility, built-in vibration
PROS: Arcade feel, good controls, buttons big and well spaced; looks sleek
CONS: Cheap-feeling plastic buttons and joystick; not compatible with the PlayStation 2
Comfort: 4.0 **Design:** 4.0 **Overall:** 4.0

WINNER:

Blaze Pro Shock Arcade

Once again, the Pro Shock Arcade surpasses all the other arcade sticks. Thanks to its solid design, built-in vibration, and a host of features, you can't go wrong.

Price: $29.99
Features: Programmable buttons, turbo and slow-motion functions, built-in vibration
Pros: Good vibration support with solid frame and buttons; a great choice for fighting games
Cons: Unstable due to small frame size
Comfort: 4.0 **Design:** 4.5 **Overall:** 4.5

THE FINAL WORD

The first-party controllers won across the board. They're still the standard when it comes to excellent controllers in their fields—though some third-party controllers came fairly close to claiming the number-one spots. And third-party controllers excel at delivering more features for a lower price. Choose wisely.

STAGE 2: ABUSE

After normal performance testing, the controllers survived our regular "accident" tests—being yanked by the cord out of the console, dropped from about three feet, etc. Then it was time to get really extreme. Don't try this at home....

Challenge 1: Force Feeding

Fundamental Principle: Whether it's crumbs, ketchup, or sticky candy, your controllers are used to having gunk splattered on them. All true gamers will eventually find "crud" on their controllers.

The Next Level: We took Cheez Whiz, one of the basic food groups, and smeared some onto the controllers, taking care to get it into the crevices of buttons and directional pads for maximum carnage.

Voted Off: None

Survivors: It seems that Cheese Whiz has little or no effect on these controllers. Some of the buttons were sticking afterward, but a quick wipe with a napkin was all that was needed. All the controllers passed the Cheez Whiz challenge with flying colors.

Cheez Whiz is good not only on crackers, but it can make your controllers' buttons stick, too.

Lose Your Memory?

Have you ever lost all the hidden characters saved on your memory card because you put it in your shirt pocket and then threw the shirt into the laundry? Major Mike, armed with a pillowcase and a handful of memory cards, took them to the cleaners—putting them into a washing machine, then a dryer. Which one survived? Which ones were able to restore all those hidden characters and saved games?

This bag of memory cards is ready for the wash.

The **Blaze 4MB Memory Card** (PlayStation) had fallen apart—literally. The **Innovation 4 Meg Memory Card** (Dreamcast) was transparent, and a piece of solder had come off. The **Innovation 4X Memory Card's** (N64) battery and cover also departed during the dry cycle. These, along with the **Innovation Standard 256K** (N64), were not recognized when booting up with their respective consoles and were tossed off the island immediately. Meanwhile, the **Sony Memory Card** (PlayStation), **Nyko Memory Card** (PlayStation), **Innovation 8Mega Memory Card** (PlayStation), **Pelican Memory Card** (PlayStation), **Nintendo Controller Pak** (N64), and **InterAct Memory Card** (Dreamcast) all restored the games saved on them. Most impressive was the **Nyko DC Hyper Pak**, which not only survived the wash-n-dry and restored its saved games, but also retained its built-in vibration feature. The **Sega VMU** was one tough cookie, too—the mini LCD screen and all its buttons still worked afterward.

BLOB LIGHT

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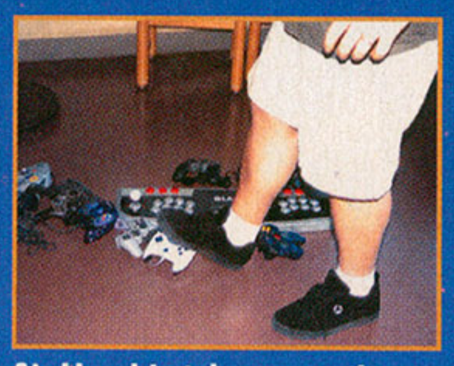
Only the strong survive the Walk of Pain.

Challenge 2: The Walk of Pain

Fundamental Principle: Every gamer has at one point stepped on a controller and heard that nasty crunching of plastic—just how durable are these things?



Air Hendrix takes exception to this colorful controller.

Blaze's Advanced Pad was chipped and battered...

...as was Mad Catz' Advanced Control Pad–but both still worked and lived to see the next round of tests.

The Next Level: We recruited two, um, "heavyweight" editors—Jake the Snake and Air Hendrix—and invited them to put 250-plus pounds of pressure per foot on each and every controller (they took care not to slip on the previously applied Cheez Whiz).

Voted Off: The stick on the **Blaze Pro Shock Lite** abruptly snapped and was immediately voted off. The **InterAct SuperPad 64 Colors** was eliminated as well because its analog stick became embedded into the left side and could not be forced back into place.

Survivors: Surprisingly, the rest of the controllers held up to our savage attack with little or no bruises. The **Mad Catz Advanced Control Pad** for the N64 was missing an entire chunk of plastic from the bottom but lo and behold, the darn thing was still the life of the Mario Party.

Challenge 3: The Sea of Soda

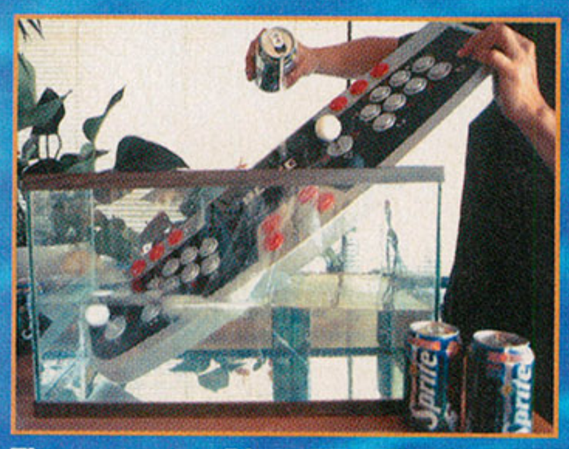
Fundamental Principle: Gamers and soda go together like chips and salsa. Who hasn't spilled a little pop on their controllers now and then?

The Next Level: The GamePros decided that spilling drinks on the controllers wasn't enough—so we dunked them. Armed with a 10-gallon aquarium filled with Sprite, we dropped the controllers into the vat of carbonated soda, pulled them out, and let them dry out over the weekend. Then we plugged them in to see which were still functional.

Voted Off: Controllers don't swim very well, and many drowned as a result of our test. Some, like the **Blaze 3D Viper Grip** and the **Saitek P2500**, lost their vibration function while others like the **Nyko Dream Master** had malfunctioning buttons.

This is NOT the way to learn how to swim....

Survivors: The **Mad Catz Advanced Control Pad** was still nursing a missing piece of plastic from its underbelly when we dunked it. Amazingly the thing still worked after it dried out! Check the sidebar for a complete list of the survivors.



The enormous Blaze Twin Shock did not receive immunity from the Sea of Soda.

The carnage was not pretty.

TRIBAL COUNCIL RESULTS:

VOTED OFF:

PlayStation

- **Blaze 3D Viper Grip** – No vibration
- **Blaze Pro Shock Light** – Snapped underfoot
- **InterAct Barracuda 2** – Nonstop vibration
- **Saitek PX2500** – No vibration
- **Saitek PX3000** – Vibration kicked in, then the poor thing died
- **Sony PlayStation Controller** – X button malfunctioned

N64

- **InterAct SuperPad 64 Colors** – Some buttons malfunctioned
- **Naki Rocker Pad** – Some buttons malfunctioned
- **Nintendo N64 Controller** – Stick malfunctioned

Dreamcast

- **Nyko Dream Master** – D-pad and B button malfunctioned

SURVIVORS:

PlayStation

- **Blaze Advanced Pad**
- **Blaze Palm Pad Junior**
- **Blaze Pro Shock Arcade**
- **Blaze Twin Shock**
- **InterAct Dual Impact Colors**
- **Naki Rocker Pad**
- **Nyko Viper 2**
- **Pelican Digital Edge**

N64

- **Mad Catz Advanced Control Pad**

Dreamcast

- **Innovation Color Controller**
- **InterAct Quantum FighterPad**
- **Naki Ice Pad**
- **Pelican Dream Shock**
- **Sega Dreamcast Controller**

In the end, it turned out the way Mother Nature intended. The snakes ate the rats, and the survivors, though sticky and battered, left the GamePro offices with their buttons and sticks intact (though we wouldn't want to plug them into our consoles anymore). We found out that if you take care of your controllers, they're quite durable and can last a long time.

PlayStation

EVERYONE
E
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Comic Mischief

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CRASH BASH

ONLY THE STRONG SURVIVE.

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...YOU'RE ALREADY THERE!

Two player split-screen battle mode. Lead your team with **guns blazing** or silently under the **cover of darkness** across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

An **arsenal** to choose from including **night-vision** goggles, **sniper** rifles, machine guns, **tripwire** mines, grenades, shotguns, and more.

Choose **stealth** or all-out frontal **assault** as you lead your team of Rangers into combat against **ultra-powerful** terrorist units. **Fight** against time and huge **enemy forces** in global **terrorist hotspots.**

STEALTH PATROL

PlayStation

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TEEN
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CONTENT RATED BY ESRB

Animated Blood
Animated Violence

TAKE2interactive

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GOT GAME?

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PlayStation

PRODUCTS RANGE FROM EVERYONE TO TEEN
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CONTENT RATED BY ESRB

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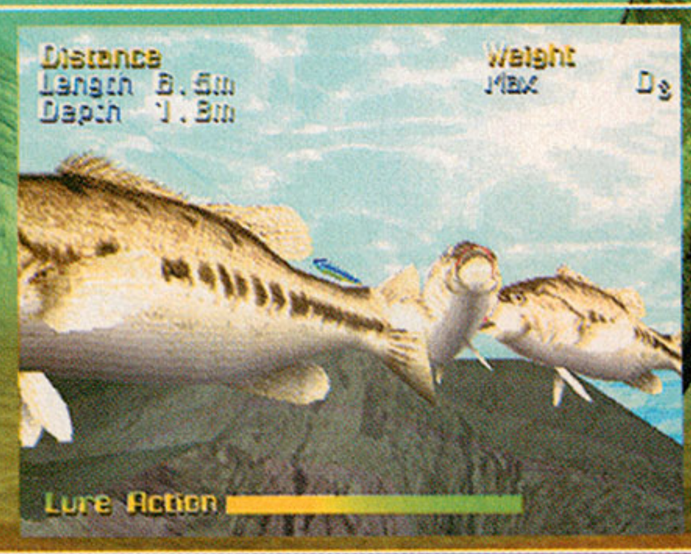

- Tournament-style Challenge Mode, Free-wheeling Free Mode, and an Extra Bonus Mode
- Lure Action Gauge allows the player to monitor lure movement easily
- Enjoy watching fish (up to five heaviest) you brought back in the Aquarium Mode

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E
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TEEN T CONTENT RATED BY ESRB

Animated Blood and Gore
Animated Violence

TAKE2interactive

COMMAND & CONQUER RED ALERT 2

BY LAMCHOP

- Published by Electronic Arts
- $39.99
- Available now
- Real-time strategy
- 8 players

ESRB: TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	5.0	4.5

Recommended System Requirements

Windows 95/98/2000/ME/NT

Pentium II 266

64 MB RAM

200 MB on HD

THE ORIGINAL COMMAND & CONQUER almost single-handedly revolutionized the strategy genre with its solid gameplay, easy-to-learn interface, and intricate units. The latest addition to the C&C universe, Red Alert 2, returns to its C&C roots armed with the same addictive gameplay to yield a megaton of fun. But does the old-school style compare with more up-to-date strats?

YURI AND HIS PSYCHICS

RA2 brings the player back to an alternate future, where the Allied Forces and the Soviets butt heads once again. The Soviets, still reeling from their defeat in C&C: Red Alert, are secretly working with their Allied-assigned leader to invade America. Players can reign over either side, fighting to contain the Soviets or helping them take over the world with the aid of the game's villainous psychic, Yuri.

Both newbies and veterans alike will be flabbergasted by the many intricate, intriguing units and structures in RA2. Besides the familiar soldiers, tanks, tesla coils, and ever-popular nuclear missile silos, the venerable Tanya and others also return to storm the front. Familiarity aside, RA2 is all about the new units and structures. Pop an engineer into an IFV (Infantry Fighting Vehicle), and it will become a repair unit. Tesla troopers can boost tesla coils for extra power when zapping enemies with bolts of electricity. Meanwhile, structures like the Cloning Vat and the Weather Control Device make for some interesting gameplay.

PROTIP: Send in an engineer to take over an enemy structure. If the building gets attacked, sell it for some quick cash.

NUCLEAR MISSILE DETECTED

If it's been a long time since you played the C&C series, RA2 will quickly refresh your memory with its familiar interface and topdown view. While it doesn't quite stack up against "modern" strats like Dark Reign 2 and Ground Control, with their roaming cameras and 3D views, RA2's gameplay is addictive as ever, and gamers will still have a great time playing through the excellent story line. The graphics boast colorful 2D characters and buildings, but the units are small, low in detail, and a bit rough by today's standards. The audio features a great rock soundtrack that plays at a hypnotically frantic pace, and the sound effects are solid, though a bit repetitive. As for controls, the simple interface bar is all you need to build structures and units, while you right and left click to command the troops.

With some enticing gameplay in its corner, Red Alert 2 will make you overlook its shortcomings compared to other strats. Its gameplay is vintage C&C, and fans wouldn't have it any other way.

PROTIP: Cut off the enemies' supplies by directing units to take out miners.

PROTIP: Whenever you can, garrison the nearby buildings. Soldiers are protected from being run over by tanks while in the building.

PROTIP: Lure enemy units to your garrisoned buildings, and your troops will quickly destroy them.

GRAPHICS 4.0

Technologically a few steps behind the likes of Dark Reign 2 and Ground Control, the game's 2D graphics still work well, boasting some colorful units and structures.

SOUND 4.5

The upbeat soundtrack has a kickin' rock groove that's just the right pace for fighting a war. The sound effects are nicely done, though some are a bit repetitive.

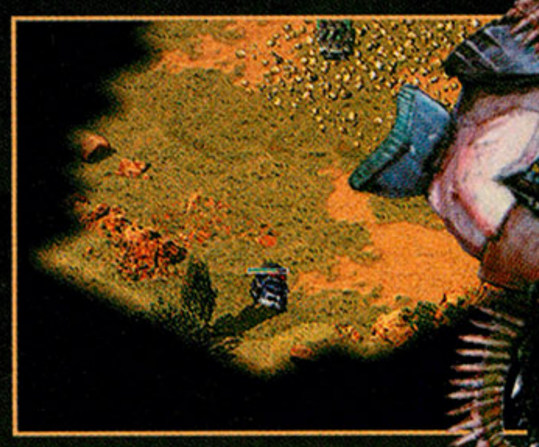
CONTROL 5.0

The combination of keyboard and mouse is all you need to take control of the easy-to-learn interface bar and your units. You'll still need the handy reference cards for all the commands, though.

FUN FACTOR 4.5

Red Alert 2 has vintage Command & Conquer gameplay plus great new units and fresh ways to use them. Graphically, it may not stack up to newer strategy games, but it's still as fun and addictive as any C&C game.

PROTIP: Rocketeers, though weak in armor, are useful in taking out certain ground units and structures.



PROTIP: If your base is about to be destroyed, pack up your mobile construction vehicle and relocate.

PROTIP: Soviet Giant Squids are a great defense against almost any naval attack.

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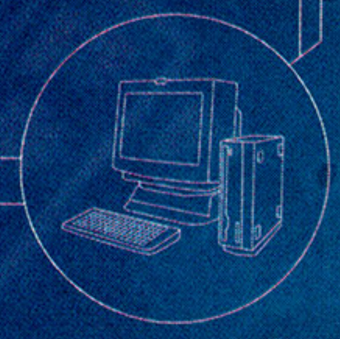


CRIMSON SKIES

BY DAN ELEKTRO

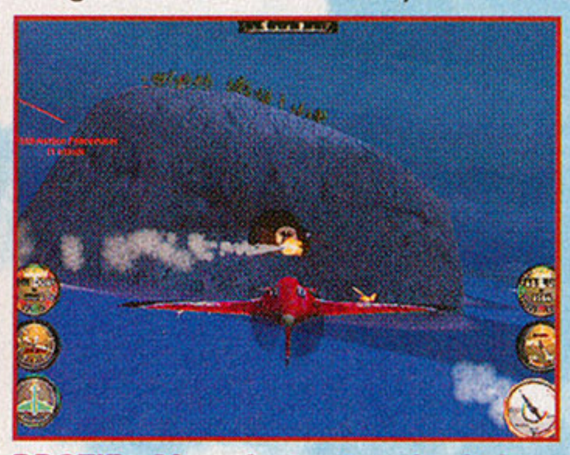
- Published by Microsoft
- $39.99
- Available now
- Flight combat
- 16 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0

SHARING THE SPIRIT of Interstate '76, the alternate-past actioner Crimson Skies offers gamers a chance to play in a history that never was. It's 1937, the United States has been split into warring factions, and air pirates rule the skies. You're one of the best of the airborne rapscallions, leading your gang on rescue runs, treasure raids, and acts of grand theft airplane—sometimes, all in one mission!

Gorgeous graphics of unusual fighter planes and screen-filling explosions join flawless voice-acting to create a rich fantasy world filled with dashing daredevils and flying femme fatales. You'll want a quality flight stick before taking off, but that's the only controller you'll need—the complicated keyboard commands of other flight games have been replaced by intuitive, action-oriented banks and barrel rolls. Cleverly conceived and brilliantly executed, rollicking Crimson Skies is simply one of the greatest PC flight games ever.

PROTIP: In Pilfered Prototype, you'll fly dangerously low more than once to meet your objectives. Cut the throttle to half and keep your nose up.



PROTIP: After destroying the lighthouse generator in the Petrol Plot, fly straight through the cave for a Danger Zone bonus. Be ready to bank right!

◀ PROTIP: When you're tailing a bogey at close range, use a rocket to finish the job quickly. Most times, you have more than enough ammo.

Recommended System Requirements

- Windows 95/98/ME
- Pentium III/400
- 32 MB RAM
- 650 MB on HD
- 16-bit video card
- 8 MB 3D accelerator

STAR TREK VOYAGER ELITE FORCE

BY DAN ELEKTRO

- Published by Activision
- $49.99
- Available now
- First-person combat
- 16 players

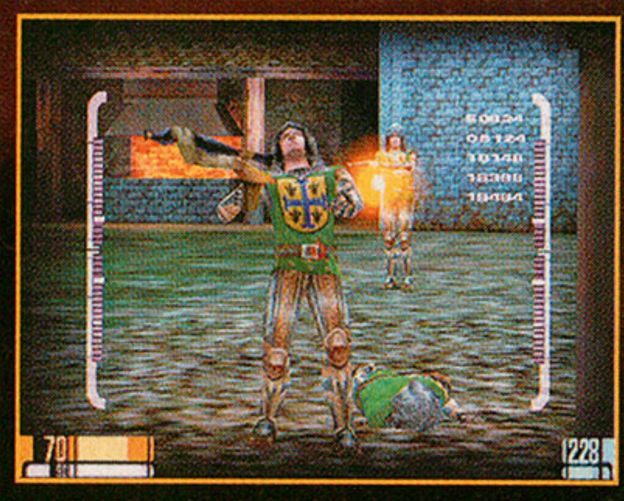
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	5.0	5.0

USING A HEAVILY modified Quake III engine, Elite Force proves that the real Prime Directive is first-person carnage. You're Ensign Munro of the Hazard Team—the folks they call in when things get dangerous. And, when Voyager is mysteriously beamed into a ship graveyard by an unknown craft, that's exactly how things are. Characters such as Janeway and Neelix look just like…well, computer versions of their TV counterparts. Real *Voyager* actor voices, good lip-sync, and varying facial animations help the you-are-on-*Voyager* illusion, too.

PROTIP: In Defense, storm the Scavenger attackers and flank the second wave that beams in. Beware the baddies on the balcony.

The Quake III engine delivers jaw-dropping speed and beautiful organic, curved surfaces. The controls are responsive and configurable. Holodeck deathmatches are heart-pounding—and a logical natural with the *Trek* license—but you can't switch between single- and multiplayer matches on the fly, which is a hassle.

Elite Force really does take PC players where no Trek game has gone before: into the realm of first-person combat with excellent results. Boldly go.



▶ PROTIP: Don't neglect your zoom function, activated by the Z key. It works with all weapons and in all modes, including training holomatches.

Recommended System Requirements

- Windows 95/98/ME
- Pentium II 333
- 64 MB RAM
- 550 MB on HD
- 8 MB video card
- 3D accelerator

BLAIR WITCH VOLUME I: RUSTIN PARR

BY JAKE THE SNAKE

- Published by Gathering of Developers
- $19.99
- Available now
- Action/adventure
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	3.5	4.0

TURN DOWN THE lights, turn up the sound, and you're guaranteed to jump out of your seat at least once while playing Blair Witch Volume I. It's 1940 and you're Doc Holliday, a paranormal investigator sent to Burkittsville, MD, to investigate the murder of seven children (note the Mature rating). Rustin Parr, a local hermit, says a witch made him do it. The prerendered, darkly detailed backgrounds will give you the creeps, and the dour, well voice-acted locals offer plenty of ominous tidbits. By the time you venture into the woods in search of Parr's house, the slightest noise—and there will be noises—will send chills up your spine.

PROTIP: To avoid shooting at the ground or sky, go to the game's Control Options screen and set the sensitivity of the mouse y-axis (up/down) to less than half that of the x-axis.

The game is also part shooter, but its controls aren't up to the task. Aiming your Luger or carbine from a third-person perspective is frustrating, especially since the camera angle changes every scene. Still, with a great story, graphics, sound effects, and $20 price tag, what are you afraid of?

◀ PROTIP: Melee weapons, such as this axe, are often more effective than projectile weapons, especially against zombies.

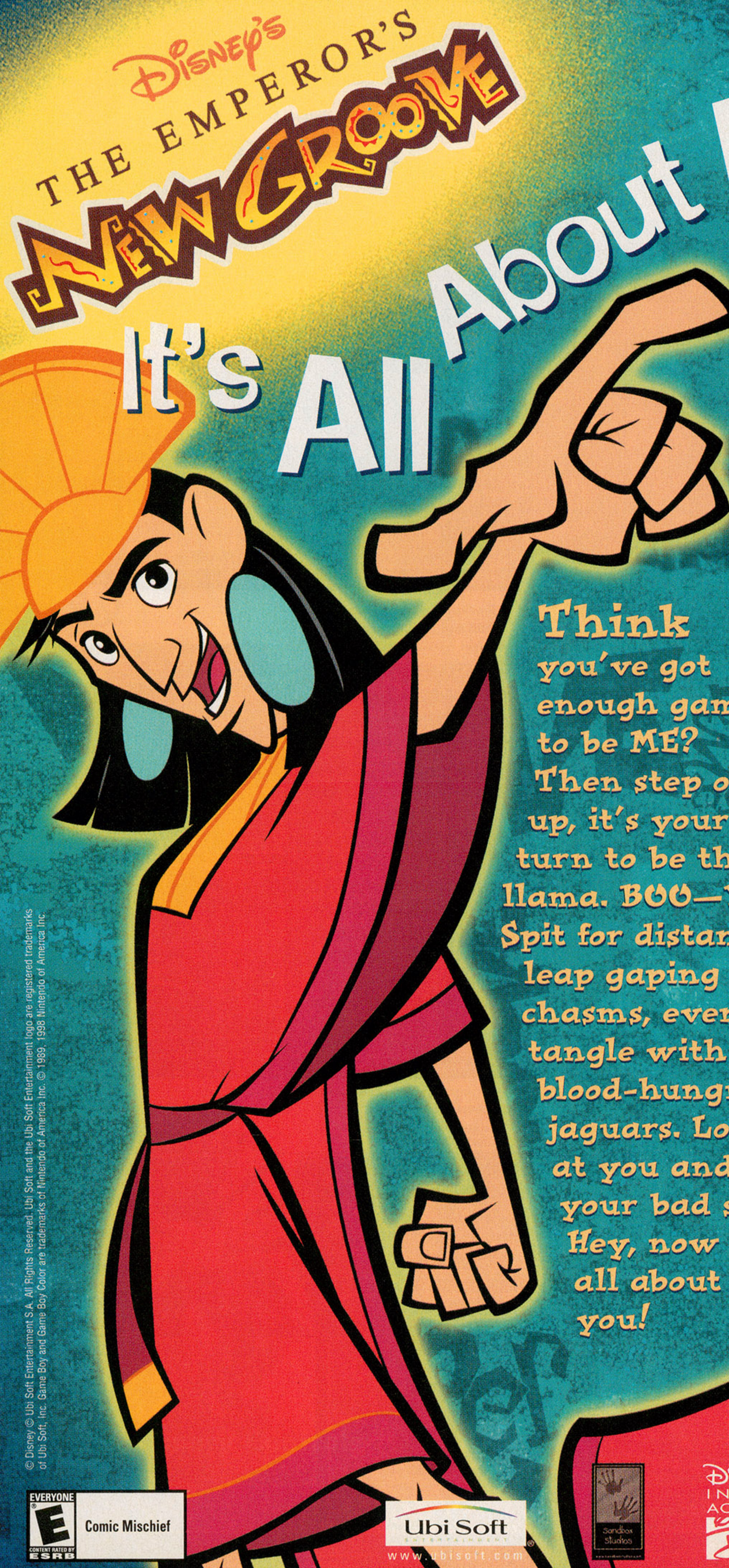
Recommended System Requirements

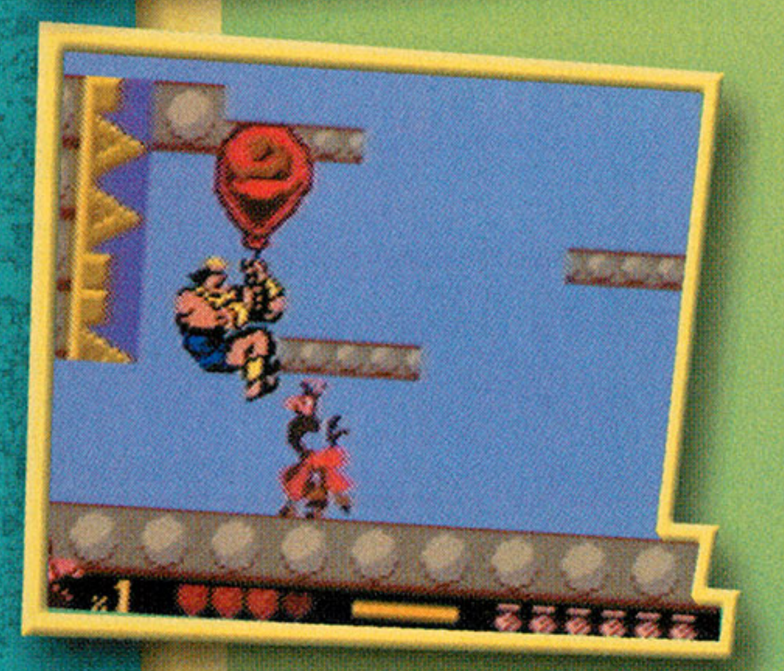
- Windows 95/98
- Pentium III
- 64 MB RAM
- 850 MB on HD
- 8 MB 3D accelerator

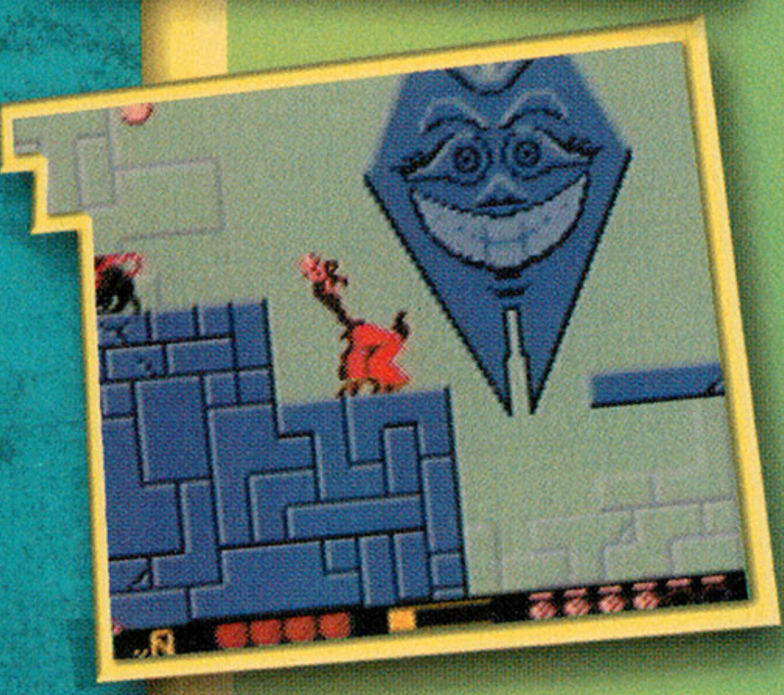
Disney's

THE EMPEROR'S NEW GROOVE

It's All About Me!







Think you've got enough game to be ME? Then step on up, it's your turn to be the llama. BOO—YA! Spit for distance, leap gaping chasms, even tangle with blood-hungry jaguars. Look at you and your bad self. Hey, now it's all about you!

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EVERYONE
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Sandbox Studios

Disney INTERACTIVE

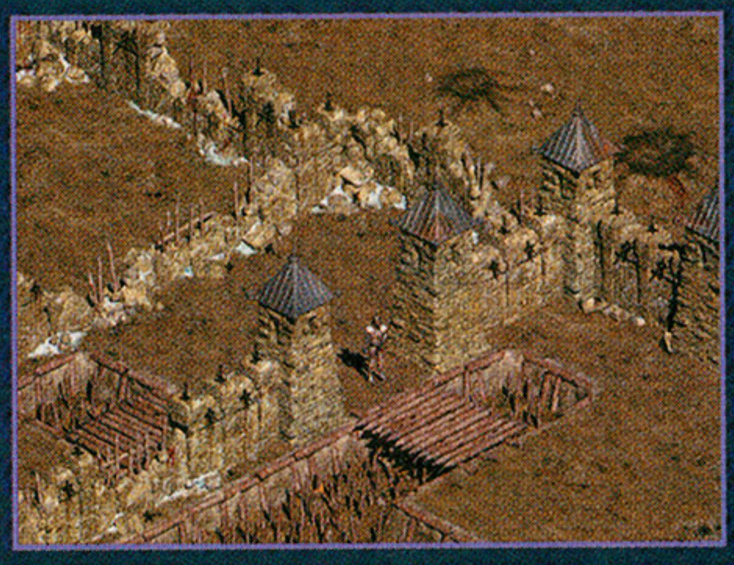
Diablo II Expansion Set

BY LAMCHOP

- Developed and published by Blizzard Entertainment
- Target release date: First Quarter 2001

Windows 95/98

FIRST LOOK



SHARPEN YOUR BROADSWORD because the Diablo II Expansion Set is storming your PC. You'll travel to the Barbarian Highlands to track down Baal, the demon that got away. The expansion will feature new environments, such as working siege towers, along with new weapons, armor, magical items, monsters, and two new characters—an animal-summoner Druid and a martial arts expert Assassin. You'll be able to play all four acts in Diablo II with these new characters in addition to the new Highlands act. The demon hunt begins again next year.

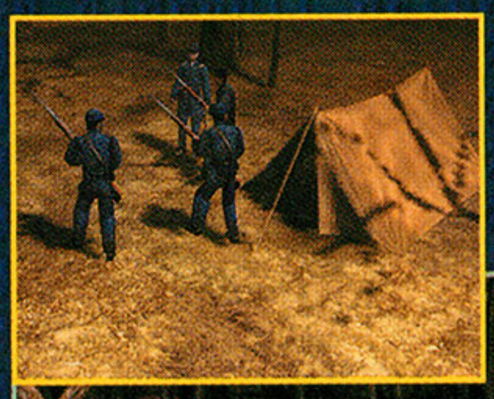
Blair Witch Volume 2: The Legend of Coffin Rock

BY LAMCHOP

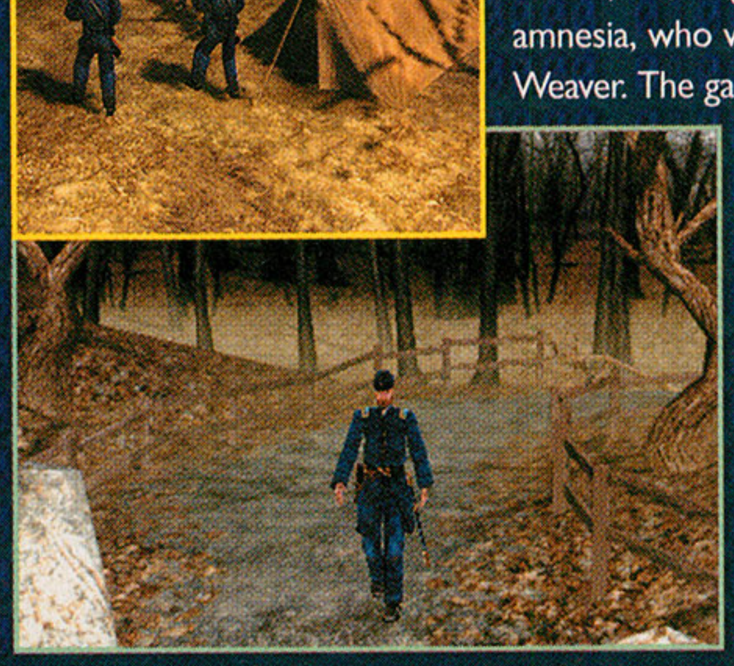
- Developed by Human Head Studios
- Published by Gathering of Developers
- Target release date: October

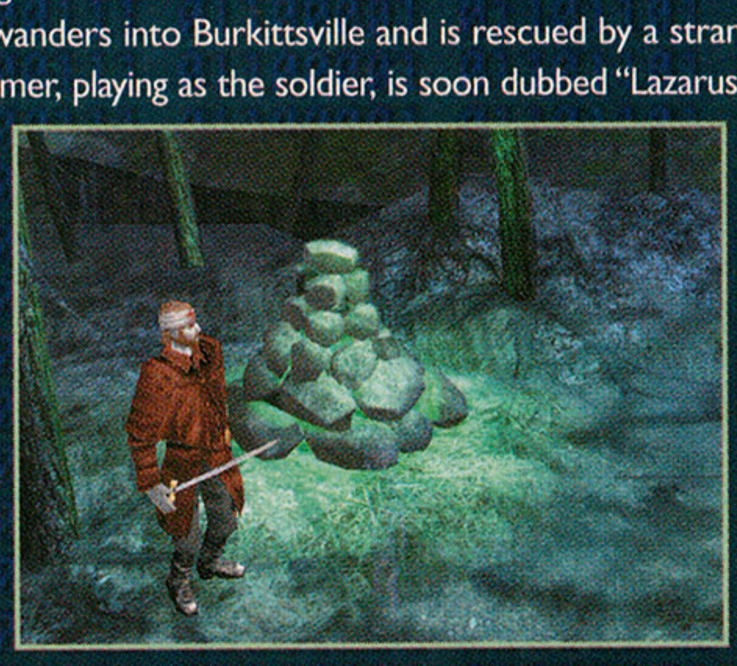
Windows 95/98

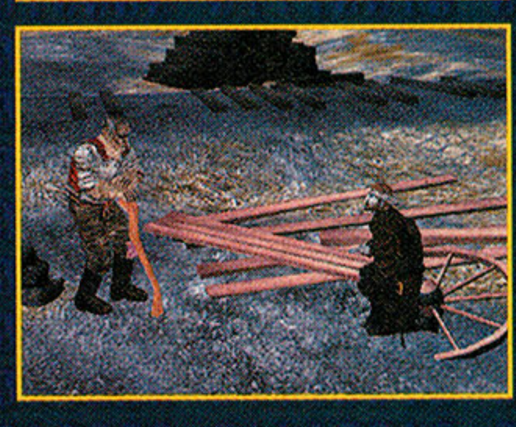
FIRST LOOK



THE SECOND INSTALLMENT of the Blair Witch game trilogy will use the Nocturne engine to bring more eerie third-person action to your PC. As a prequel to Volume 1, The Legend of Coffin Rock tells the tale of a Civil War soldier, stricken with amnesia, who wanders into Burkittsville and is rescued by a strange girl named Robin Weaver. The gamer, playing as the soldier, is soon dubbed "Lazarus" by Robin's eccentric grandmother, and, after Robin disappears, Lazarus is plunged into the mysterious world of human sacrifice and the supernatural. Gamers can look for the Legend of Coffin Rock in late October.







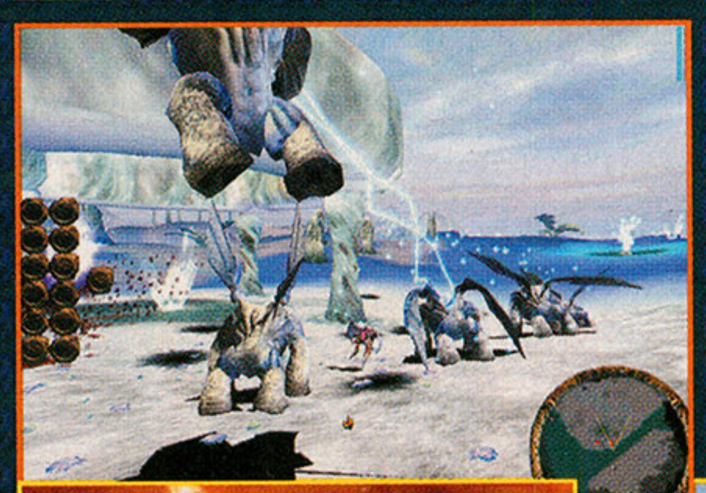
Sacrifice

BY LAMCHOP

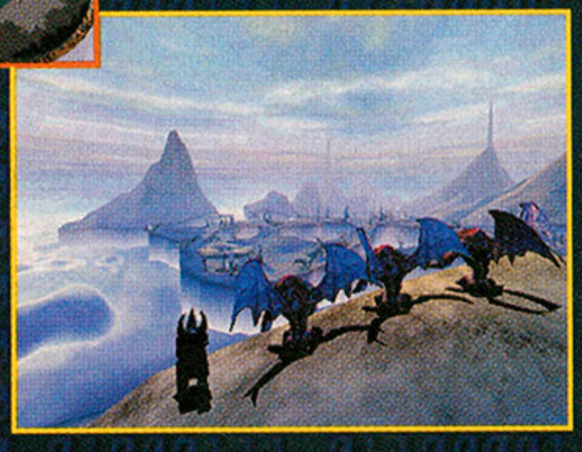
- Developed by Shiny Entertainment
- Published by Interplay
- Target release date: Fourth Quarter 2000

Windows 95/98

FIRST LOOK



SACRIFICE LOOKS TO combine strategy, action, and role-playing in a 3D world for some distinctive real-time gameplay. Five gods are at odds, so they've decided to let mortals—including you—fight for them. As a wizard who can summon 55 powerful creatures, including a phoenix, to do your bidding, you'll battle your god's enemies with potent spells and magic. The 3D graphics already look awesome, and a great editing tool is promised for map making. Prepare to be Sacrificed later this year.



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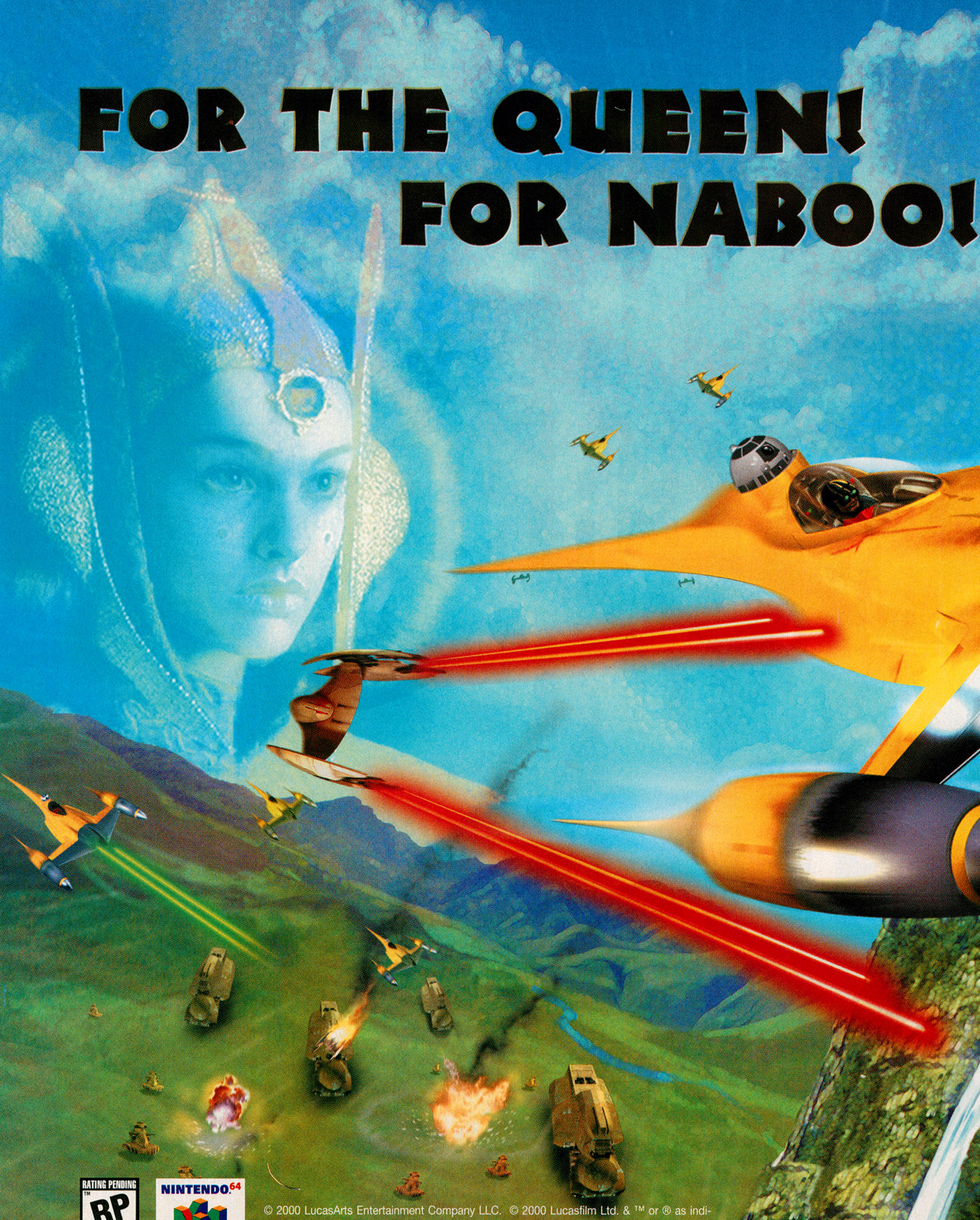

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NINTENDO 64

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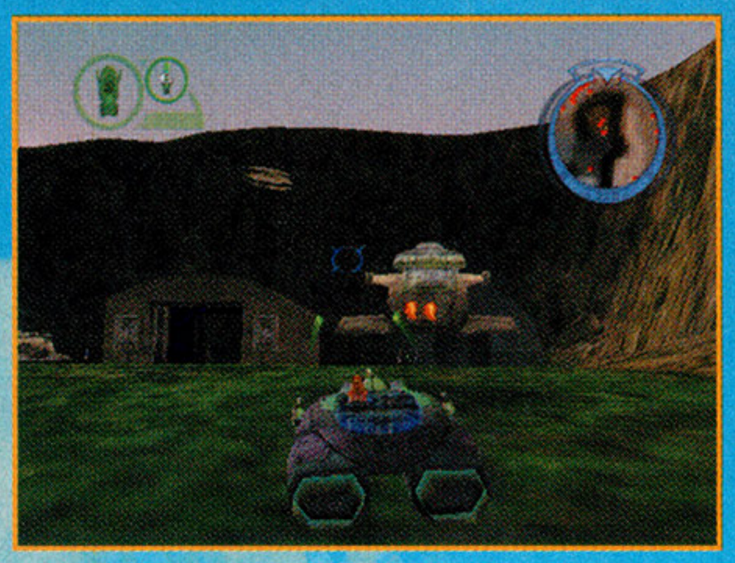

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Driver 2

BY AIR HENDRIX

- Developed by Reflections
- Published by Infogrames
- Target release date: November

PlayStation

HANDS-ON

Feel the Heat

The simple yet captivating idea behind Driver—you play as an undercover cop who takes the wheel as a getaway driver for a criminal gang—attracted hordes of fans last summer as the game rocketed up the charts. Now the inevitable sequel is peeling out on the PlayStation this November, and Driver 2 looks like another slick ride.

The improvements begin with the roads, some of which are now curved. That may sound simple, but it really makes the cities look much more natural. Tanner can also get out of the car to perform simple tasks like pulling switches or—best of all—carjacking new rides when his becomes too damaged. Finally two-player split-screen action has been added, and the story, which spans Chicago, Havana, Rio de Janeiro, and Las Vegas, is much more involving thanks to the sleek cut-scenes.

Last year's runaway bestseller returns to the chase as Driver 2 revs its engines for another thrilling ride this November.

Be the Wheel Man

In the preview version, Driver 2 played like the star it's bound to be. Fortunately, the game didn't have a driving test before the beginning of career mode, and the chase scenes were exciting and challenging.

A few imperfections were evident, though. Reflections (the developer) reported that it planned to fix the pop-up, which would be great; but the yellow/white lines on the roads were confusingly wrong, and the map wasn't as helpful as it should've been—hopefully Reflections will also be able to address these issues before the game is finalized. If not, they're very minor points, and Driver 2 looks like it's again careening toward stardom.

For more info on Driver 2, go to gamepro.com!

Half-Life

BY JAKE THE SNAKE

- Developed by Valve/Captivation/Gearbox
- Published by Sierra
- Target release date: November

DREAMCAST

HANDS-ON

The groundbreaking PC game finally mutates to the Dreamcast, and judging from a preview version, it won't disappoint action/adventure gamers.

Pistol-Packing Poindexter

The best PC game of 1998—and arguably one of the best first-person shooters ever—will soon come to the Dreamcast. And judging from the preview version, this latest version could be as good as the original. In Half-Life, you'll play as Gordon Freeman, a mild-mannered scientist who works at the Black Mesa Research Facility where a risky experiment goes terribly wrong—and, no, he doesn't become the Incredible Hulk. But scary green monsters are involved....

Aliens in the House

Most of Half-Life takes place in the underground research facility, which was as detailed in the preview version as it was on the PC. The scientists and security guards looked even better than on the PC, their rebuilt faces now less blocky and more detailed. All the scripted in-game events were present, too, complete with the same great voice-acting. In short, you'll have no trouble believing you're in a secret government lab filled with flaky scientists, vicious aliens, and brutish Marines. The Sega version will also include an entirely new episode, called Blue Shift—made just for the Dreamcast and starring Barney the security guard—that takes place simultaneously with the original game. But the disc won't have a multiplayer option, which Sierra promises to release next year as a separate product, full of its own goodies.

Shooting-n-Scooting Scientist

Perhaps most encouraging of all, the controls were great—no small feat for a console FPS. You'll use the analog stick to look, the buttons to move, and the triggers to use objects and shoot. Plus, you'll be able to use the Dreamcast mouse and keyboard. The only rough spots were patches of slowdown and long loading times, both of which should be improved in the final version. Barring any major catastrophes—beside the one that's scripted to happen—Dreamcast gamers should discover why all the hubbub surrounds Half-Life.

Star Wars Starfighter

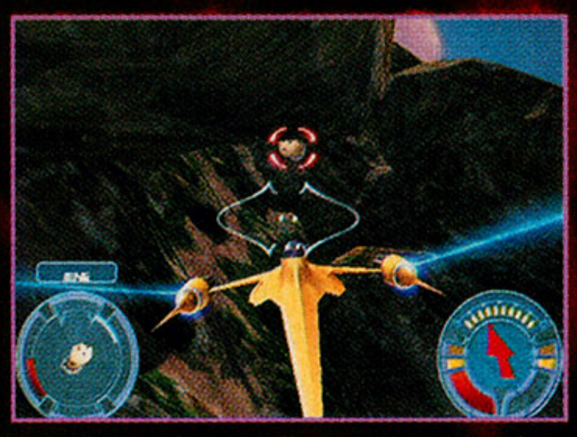
BY UNCLE DUST

- Developed and published by LucasArts
- Target release date: December

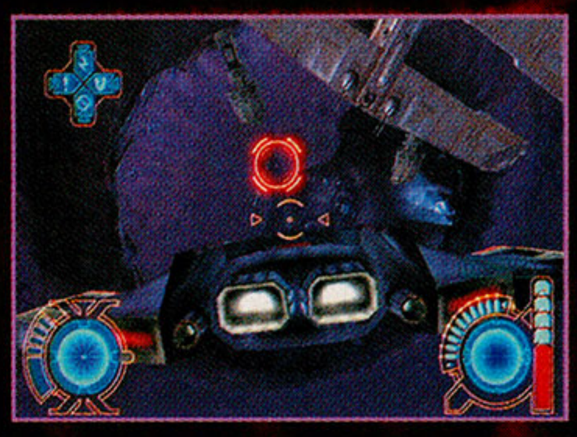
PLAYSTATION 2

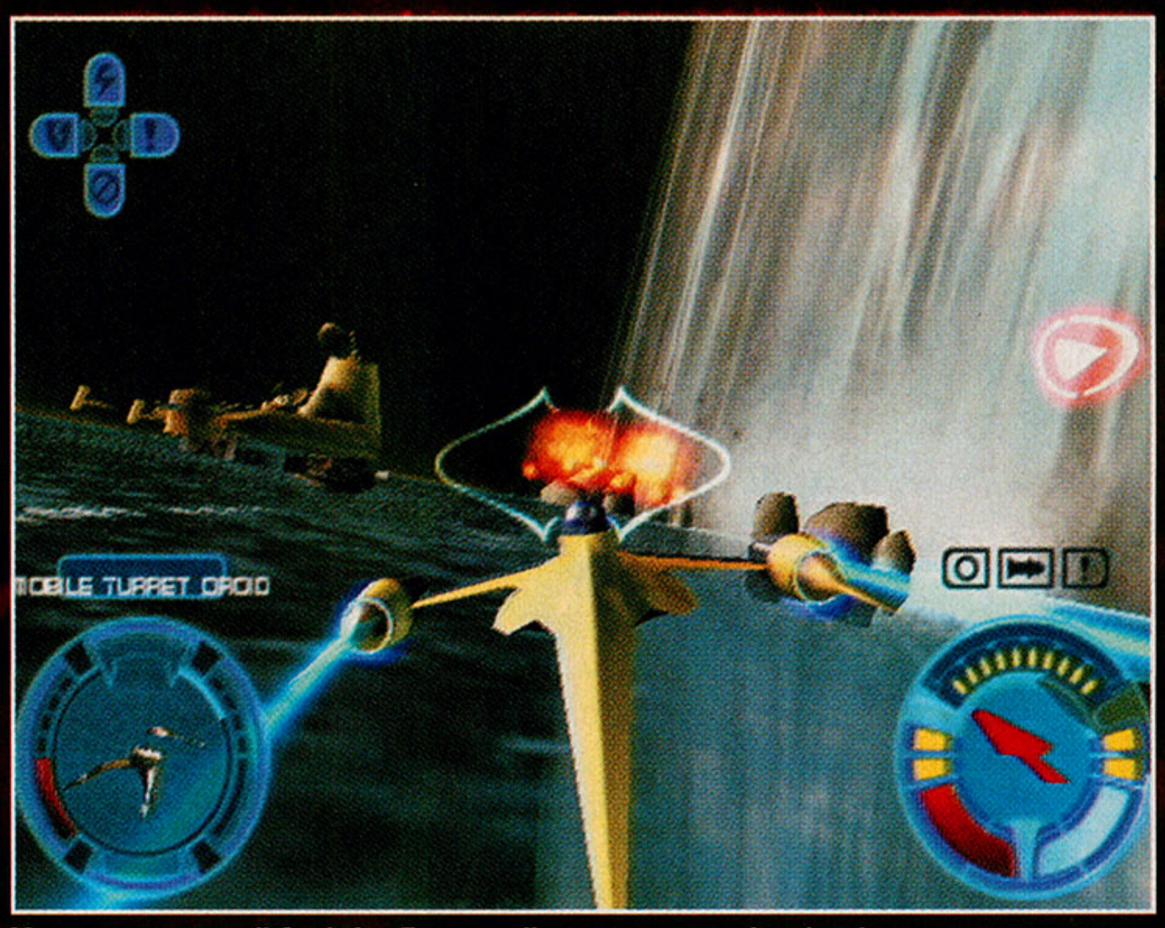
UPDATE

STAR WARS EPISODE I: THE SIDE STORY



You've already played as Obi-Wan, Qui-Gon, Anakin, and even Mace Windu—swinging lightsabers and racing pods until your fingers bled—well, now it's time to dogfight in the galaxy far, far away in Star Wars Starfighter. LucasArts will put you into the cockpit to fly in 14 *Episode I*–based missions as one of three new characters. You'll fight in battles that took place behind the scenes in the movie, but which are still of the utmost importance to the Rebel Alliance.

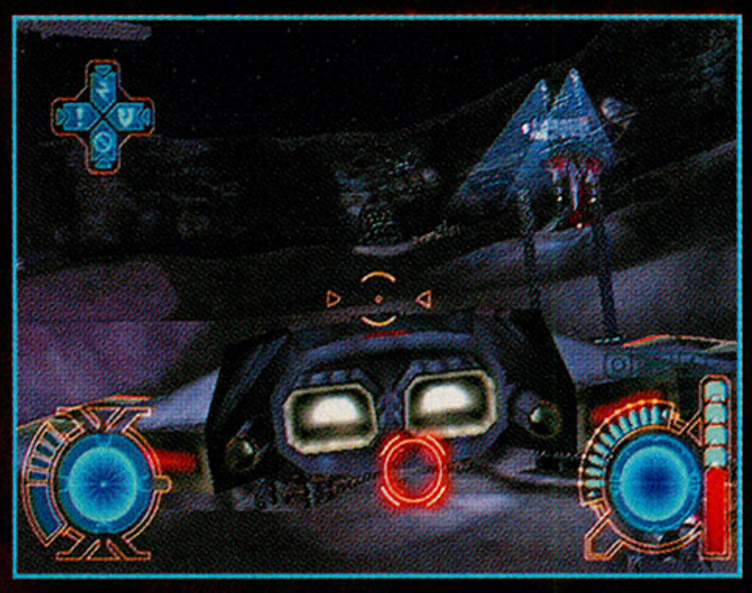


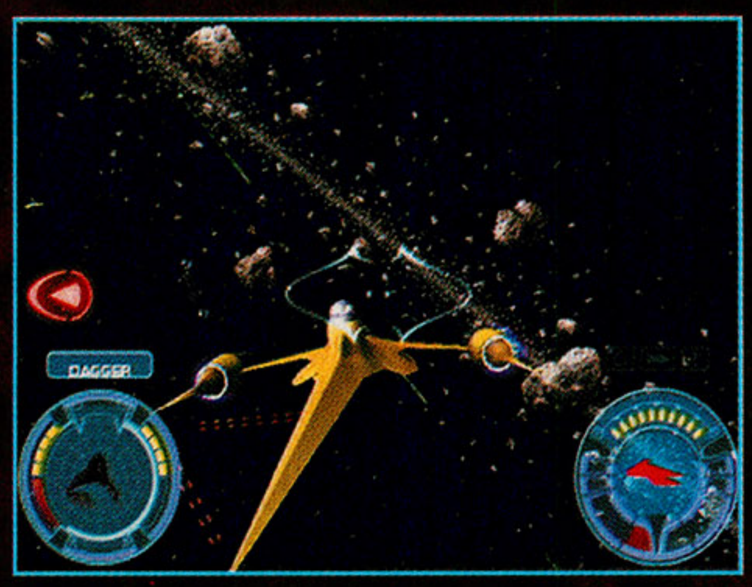


You may very well feel the Force pull you into your local video game store when Star Wars Starfighter blasts off in December.

BIGGER IS BETTER

Although the story is sure to be gripping, what people really want to see from a PlayStation 2 game is awesome graphics—and with each successive look at Starfighter, the visuals get more impressive. The preview version featured incredibly huge levels and finely detailed terrain as well as dogfights in space, with dozens of zigzagging opponents, that will blow your mind unlike any other space shooter you've played on a console before. Not only that, but this impressive level of detail will also come with an enormous range of freedom—fly a mile up in the air and check out the view below, or even soar inside an enormous star freighter (see sidebar, "The Ins and Outs of Starfighter").

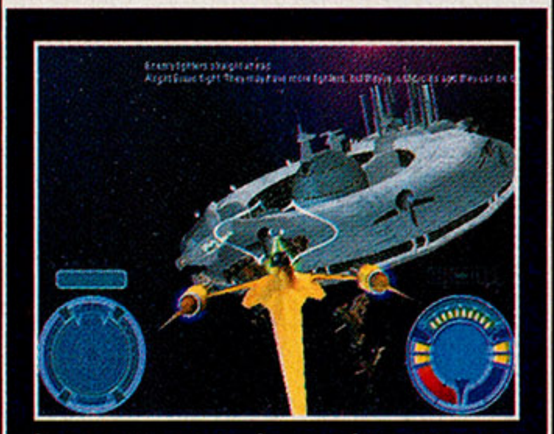




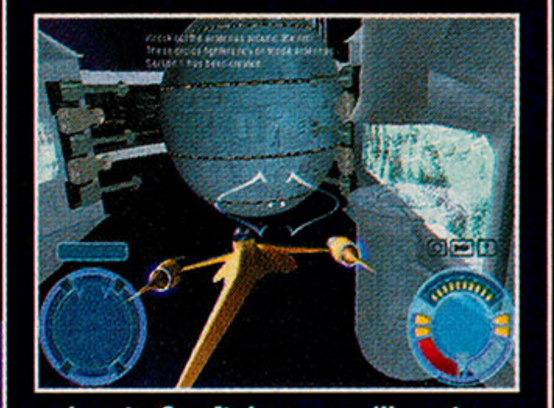
ROGUE SQUADRON SUPREME

Most of the best *Star Wars* games have been space shooters—from X-Wing to Rogue Squadron—and LucasArts should continue that tradition with Starfighter. As things shape up, one has more appreciation for what the PS2 can do. If you were smart enough to preorder a PS2, you might want to consider putting your name on another list…for Star Wars Starfighter.

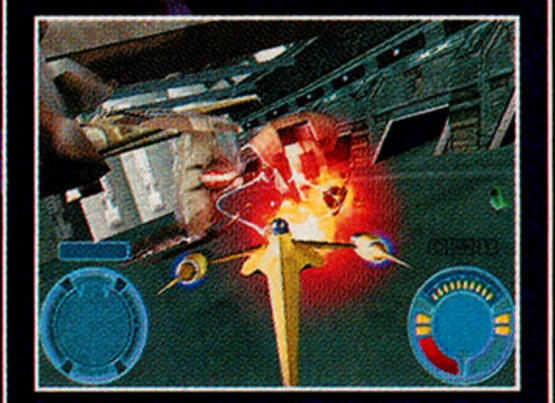
THE INS AND OUTS OF STARFIGHTER



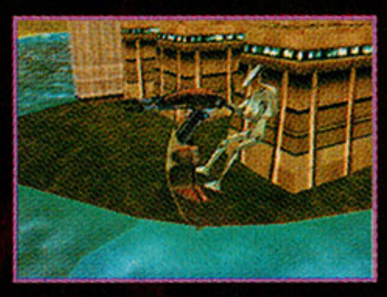
In most games, huge ships stay in the background…

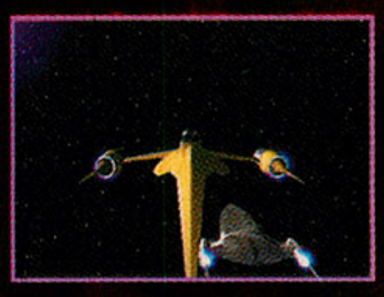


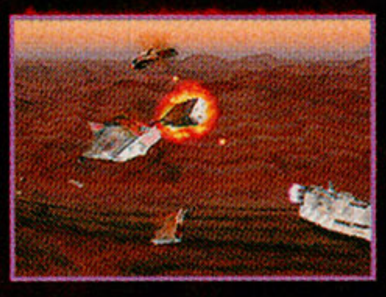
…but in Starfighter, you'll notice an opening…

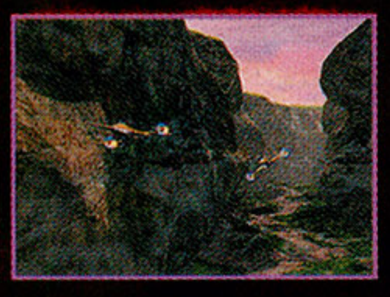


…where you can take the dogfight inside.









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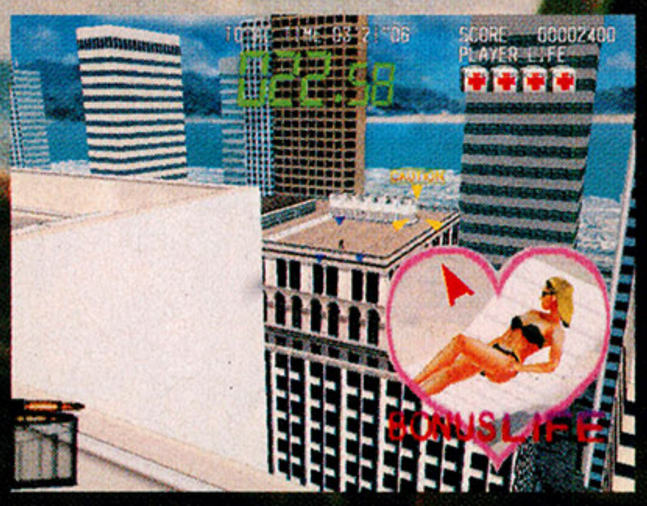

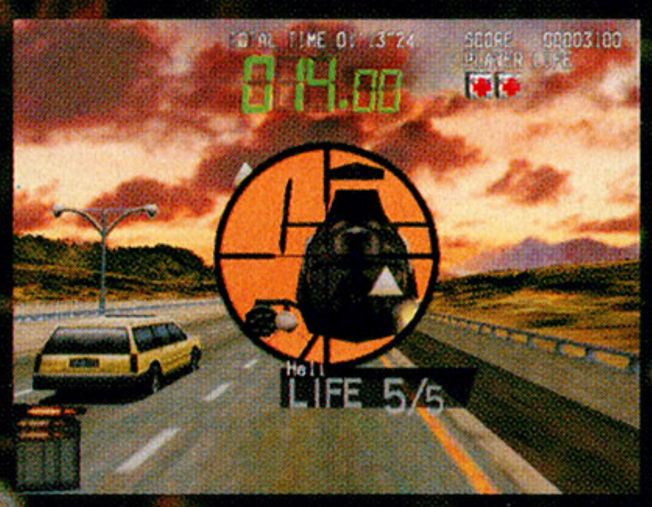

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PlayStation 2

Dreamcast

MATURE M Animated Violence Animated Blood

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Shenmue

BY BROTHER BUZZ

- Developed and published by Sega
- Target release date: November

DREAMCAST

HANDS-ON

Playing With a Vengeance

Shenmue is ready to roll as Sega's epic, action/adventure tour de force. Created by Yu Suzuki, the mastermind behind Virtua Fighter, F355 Challenge, and all-time classics like Out Run, Power Drift, and After Burner, Shenmue appears to have the "tour" part down, but it's possible some gamers may not be down with the "force."

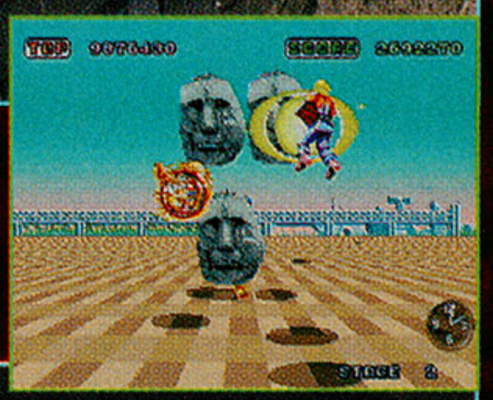
You'll play as teenage karate kid Ryo Hazuki, who must track down his father's killer, a mysterious martial arts master. Your vendetta will take you on a lengthy investigation across modern-day Japan and China.

Enjoy the scenery. The Japanese version (see Sneak Previews, April, page 76) made it clear that Shenmue's 3D graphics are picture-postcard gorgeous, and the U.S. preview was no different. Characters were exquisitely detailed, and, if you've ever wondered what it's like to tour the streets of a Japanese town, you'll want to jump into this game.

Shenmue is a tale of mystery and revenge that requires people skills more than punching skills.

Quick Time Means Kick Time

Even in preview form, Shenmue will clearly be an acquired taste, requiring more brains than brawn. Ryo occasionally tossed fists and feet against multiple assailants in a style similar to Virtua Fighter's, and a few scenes utilized Sega's QTE (quick-time events) press-the-button-now! gameplay system. Moving the story along, however, will demand near-painstaking interrogations with numerous characters you have to track down. Sega says there will be at least 300—in the preview, that appears to be no lie.



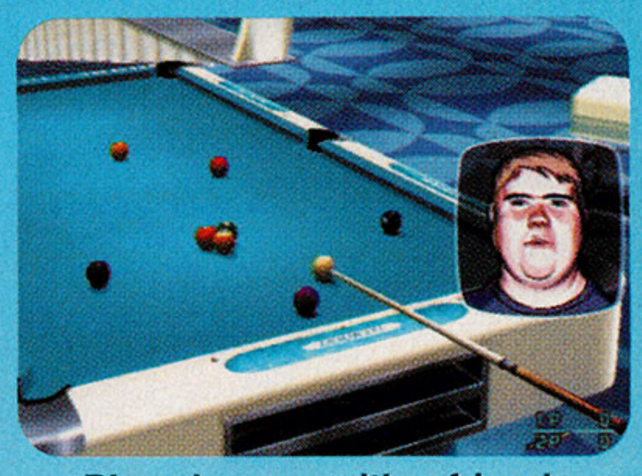
Get Lost, Kid!

Shenmue will definitely be a different type of gaming experience, with an impressive display of programming craftsmanship. Older teens and adult gamers will probably squeeze the most enjoyment out of it, since, in the preview disc, the adrenaline charge was low and patience was key. A few beatings did take place, but harsh language means Shenmue should draw the ESRB Teen tag anyway. If you're an older gamer who likes to solve a mystery no matter how long it takes, Shenmue may be for you.

PlayStation.2

Q-Ball

BILLIARDS MASTER



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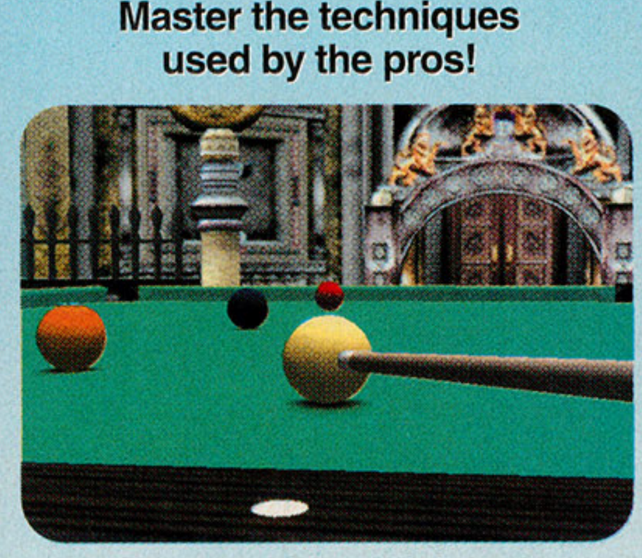

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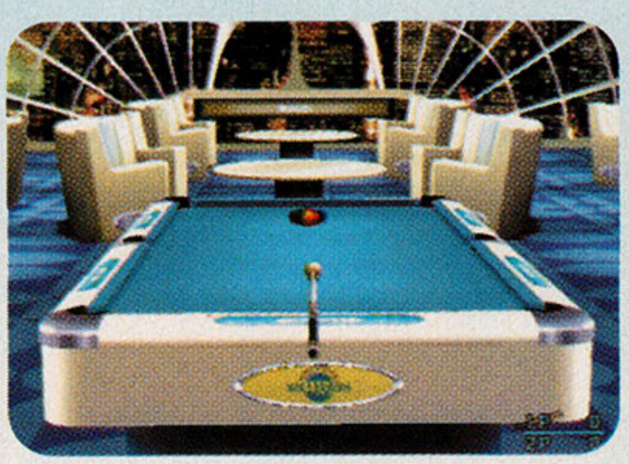

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Kengo: Master of Bushido

BY FOUR-EYED DRAGON

- Developed by Lightweight
- Published by Crave Entertainment
- Target release date: December

PlayStation 2

HANDS-ON

FINALLY, THE WELL-DESIGNED, but heavily overlooked and underrated Bushido Blade series lives on. Developed by the same team that created the first two Bushido games for the PlayStation, Kengo will continue the art-of-swordfighting legacy, this time mixing the favorite one-hit fatalities with crisper visuals by harnessing the power of the PlayStation 2. In fact, the preview version already featured smooth character animations and detailed environments. The controls, however, needed to be more responsive, but Crave has plenty of time to fix that.

Upon its release, Kengo will feature 20 fighters, each with their own realistic sword attacks, stances, and offensive strategies. The game will also include a character-growth system: After each fight, you'll gain more strength, speed, and agility, or learn more sword combinations. Additionally, you'll be able to fight on 20 different stages that will contain interactive elements and environments, and the game will have eight practice stages that include sparring with wooden swords, hitting bamboo trees, and practicing zazen meditation. The way of the sword will be slicin' and dicin' your way this December.

Sky Odyssey

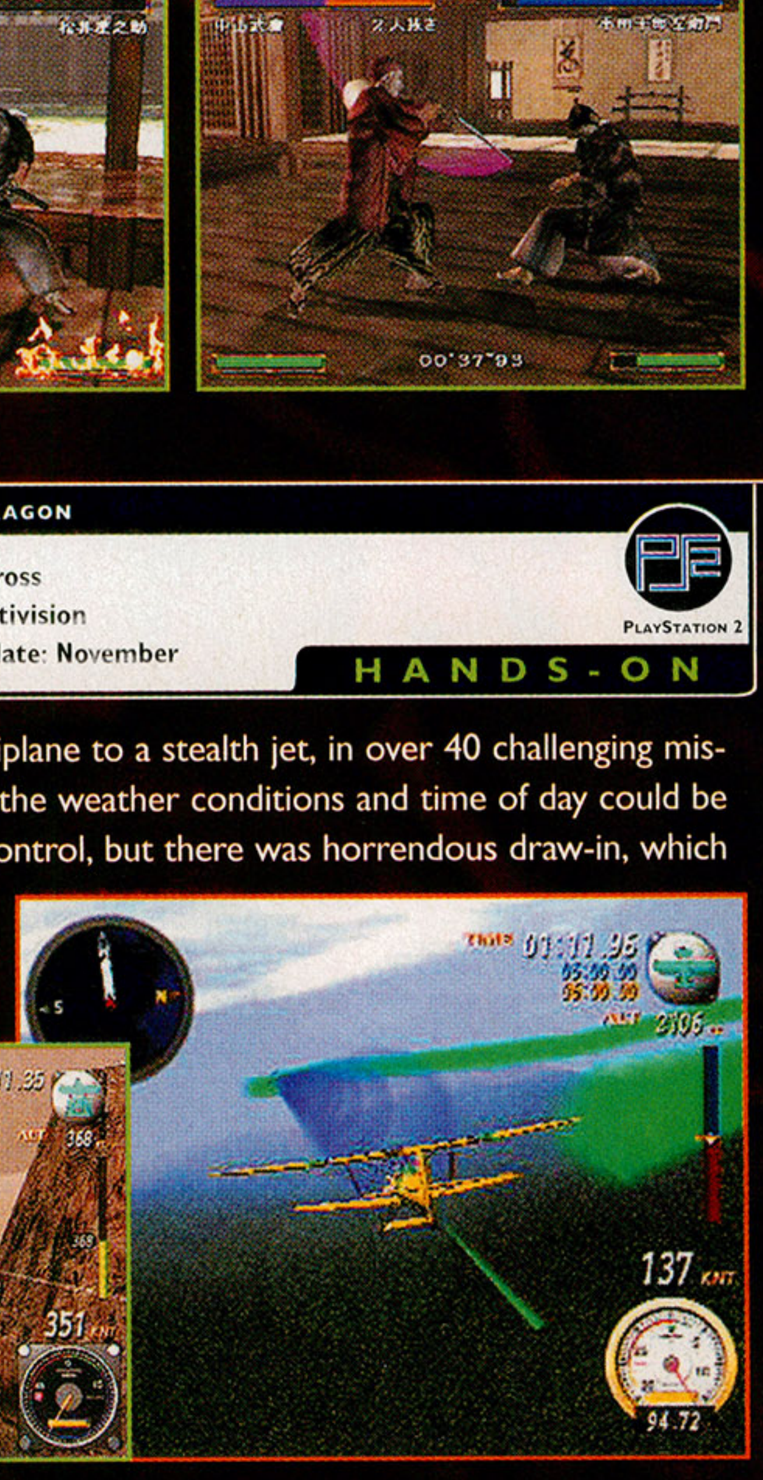
BY FOUR-EYED DRAGON

- Developed by Cross
- Published by Activision
- Target release date: November

PlayStation 2

HANDS-ON

GET READY TO take to the skies with aircraft from the past and present in Sky Odyssey. You'll soar in 10 planes, from a biplane to a stealth jet, in over 40 challenging missions that will span massive 3D maps. In the preview version, the weather conditions and time of day could be adjusted to your liking. The planes were also very simple to control, but there was horrendous draw-in, which made it difficult to appreciate the various landscapes. If Activision fixes the visual blemishes, Sky Odyssey could fly PlayStation 2 pilots to cloud nine.



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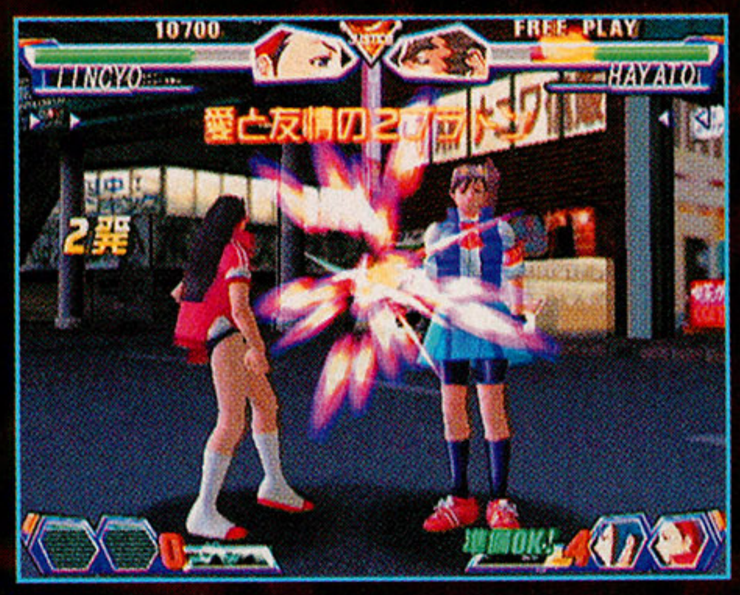


BY MAJOR MIKE

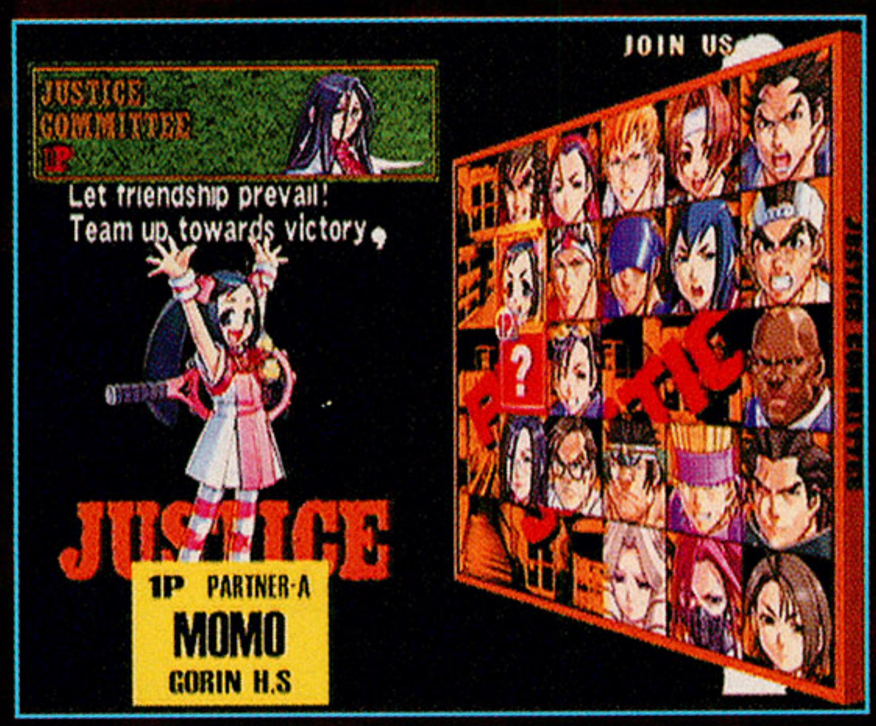
- Developed and published by Capcom
- Target release date: January

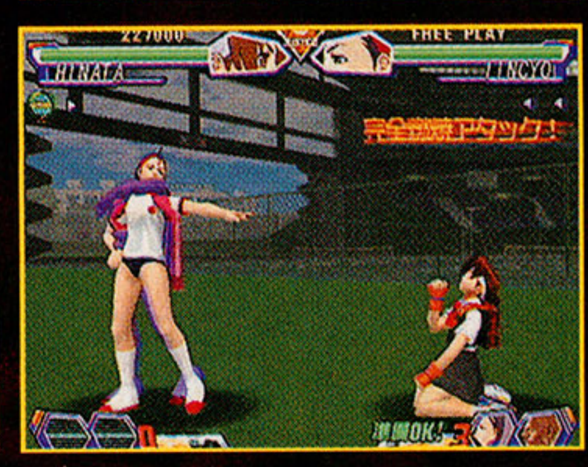
DREAMCAST

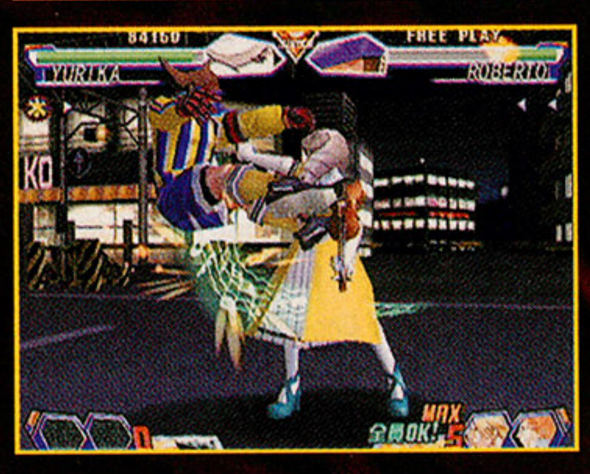
FIRST LOOK

TIME TO GO back to school and get schooled: Rival Schools is making its way to the Dreamcast under the title Project Justice. This, however, will not be a simple port of the PlayStation version.

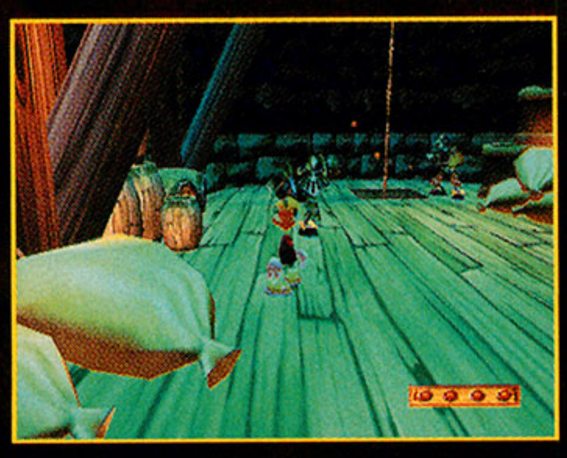
For the uninitiated, Rival Schools is a Street Fighter EX–type fighting game with student combatants from diverse high schools. In addition to improved graphics, Project will feature six characters new to the Rival series—including a violin player, swimmer, tennis player, and school-paper photographer—along with new fighting techniques and play modes. Among the notable new gameplay aspects will be three-on-three fighting teams, the ability to counter the all-powerful Team-Up Techniques, and interactive background objects you can destroy. Of course, the 3D fighting promises to be as fast, furious, and humorous (this could be the first fighting game in which you can be photographed into defeat) as ever. Could Project Justice be this fall's fighting champ for the Dreamcast? Class starts in November.

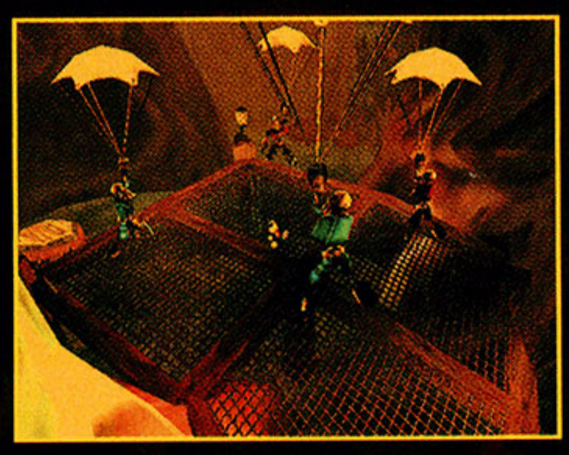






Rayman 2: Revolution





BY MAJOR MIKE

- Developed and published by Ubi Soft
- Target release date: November

PLAYSTATION 2

FIRST LOOK

RAYMAN, ONE OF today's most popular action-platform characters, is gearing up for his first PlayStation 2 title. In Revolution, you'll guide the floating-limbed one through several gigantic, fully 3D worlds—which will be loaded with traps, secret passages, and enemies—in your quest to rescue Rayman's fellow Teensies. Rayman 2 promises to take full advantage of the PS2 with detailed graphics and plenty of action, as Rayman will battle as many as 10 onscreen enemies at once. Based on these early screen shots, it looks as if the Revolution is off to a roaring start.

PlayStation

Take This Moment To Rest.

TEEN T CONTENT RATED BY ESRB

Animated Violence,
Suggestive Themes,
Comic Mischief

TITUS

Incredible Crisis. Severe Fun.

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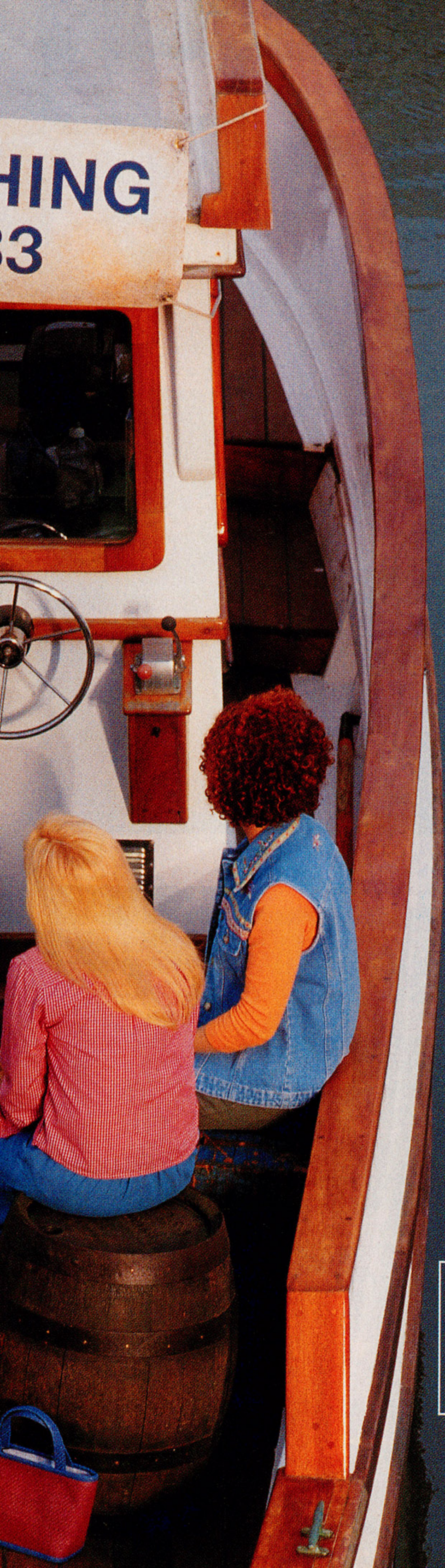
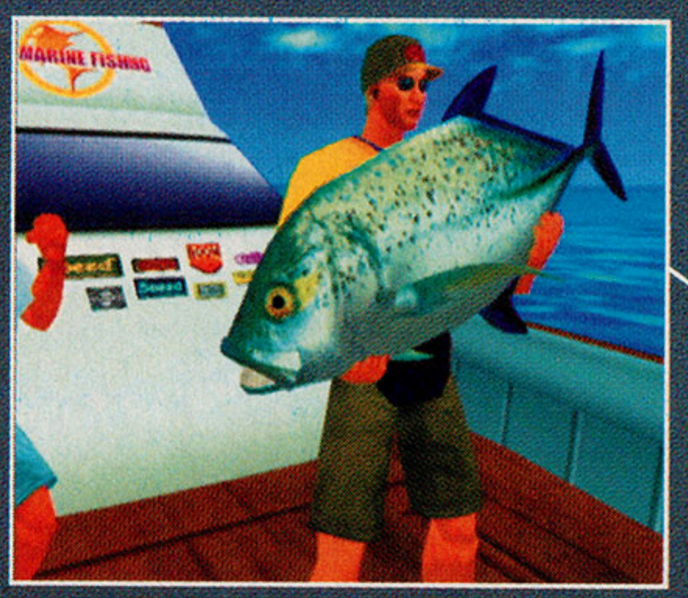
Relax.
He'll find other work.



SEGA MARINE FISHING™

Rip some lip.

It's all in the wrist. You should be good at that.



You're the fishin' technician.

Poor Captain Jack. Thanks to Sega Marine Fishing, folks aren't lining up to pay top dollar to not catch fish on his tourist troller. Nope, seems all the smart fishermen are out on the Sega Sea matching wits with Sailfish, Tarpon, Blue Marlin, Tuna and Mako Shark. Any wonder things are a little slow down at the docks?

Dreamcast™

EVERYONE
E
CONTENT RATED BY ESRB

sega.com

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Tony Hawk's Pro Skater 2

BY LAMCHOP

- Developed by Neversoft
- Published by Activision
- Target release date: November

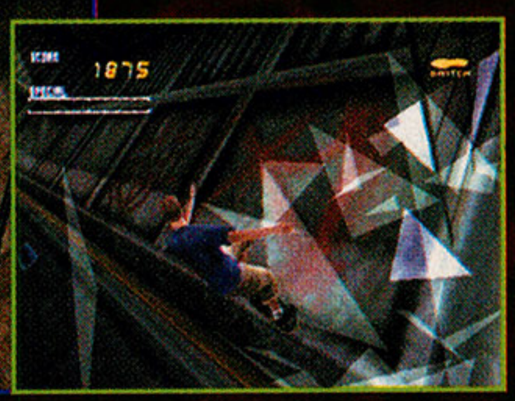
DREAMCAST

HANDS-ON

TONY HAWK WILL be skating back into the Dreamcast half-pipe with more of the tricks and jumps you've come to expect from a boardin' game in Tony Hawk's Pro Skater 2.

Tony will bring back all his old pro-skating friends from the first game, along with three more big-name thrashers: Steve Caballero, Eric Koston, and Rodney Mullen. The brightest addition, however, won't be a pro—yet. You'll get in the limelight with the Create-a-Skater mode where you can build a skater and customize everything from his hair to his wardrobe to his moves. You'll then be able to take your skater through several modes to perform tricks for cash and unlock the next level; you can use the money to buy authentic skateboards, trucks, and wheels (over 50 brands) in the skate shop, or new stats and moves. If building is your thing, you'll want to check out the skatepark editor where you can edit an existing skatepark or create your own.

The preview version's graphics looked awesome, featuring sharp characters, smooth backgrounds, and realistic details. Little touches—like flying sparks from grinding guardrails and a little blood after a nasty fall—added to the visuals. The alternative/hip-hop soundtrack featured stars like Rage Against the Machine and Naughty by Nature, while the audio effects included such sounds as grinding kneepads and breaking boards. But Tony has always been about easy controls, and it looks like THPS2 won't disappoint. Using a combination of the directional pad and buttons, it was easy to bust out tricks and catch some serious air. If the final version of the game is as solid as the preview, you can look forward to another grrreat Tony game.



Spider-Man

BY DAN ELEKTRO

- Developed by Neversoft/Edge of Reality
- Published by Activision
- Target release date: November

NINTENDO 64

HANDS-ON

THE SENSATIONAL SPIDER-MAN is swinging to the Nintendo 64—so far, with relative ease. When a thieving impostor dressed as Spidey crashes a scientific demonstration held by Doctor Octopus, the real web-slinger has to clear his name. Along the way, he'll run into old friends and enemies, including the Human Torch, Black Cat, Mysterio, the Scorpion, J. Jonah Jameson, Venom, and others.

In the N64 preview version, Spider-Man shone with the same excellent animations of the PlayStation version and even higher-quality visuals with cleaner lines and textures. The video-game Spidey ran, leaped, crawled, and swung in the same hyper-kinetic manner as his comic counterpart. Cartridges, however, do have their limits, and the fun cinematics from the PlayStation version had been reduced to static panels with captions.

Spidey's not yet finished, but he's showing very good signs so far. The problems at the preview stage were a laundry list of standard in-progress elements: nasty pop-up and draw-in, incomplete audio, half-implemented lighting (which explains the darkness of some of these screens), and a few control drift issues. Once they're addressed, Spider-Man will likely be a direct and faithful port of the game that had PlayStation fans crawling up the walls.

BY FOUR-EYED DRAGON

- Developed and published by Activision
- Target release date: Spring 2001

PLAYSTATION 2

FIRST LOOK

Street Lethal

THIS SPRING, GET ready to race supercharged cars as Activision is promising a PS2 ride that will streak ahead of the competition. Street Lethal will put you behind the wheel of next-gen concept cars that will be realistically modeled after actual street-racing autos. Each vehicle will sustain realistic damage, affecting handling and performance. You'll also be able to create your own hot rod to use on the tracks.

Additionally, speedsters will compete in numerous races through the streets of 10 city environments, including London and Paris. Most importantly, Street Lethal will have players unlocking cool bonuses—such as secret cars, tracks, and other hidden goodies—by successfully completing races. A lethal injection of high-speed street fun could be on its way.

Fear Effect: Retro Helix

BY UNCLE DUST

- Developed by Kronos Digital Entertainment
- Published by Eidos
- Target release date: January

PlayStation

HANDS-ON

FEAR EFFECT: RETRO HELIX, the prequel to one of the year's darkest and most intense adventure games, will further develop the characters of the first game—Hana, Glas, and Deke—as well as add a new character, Rain, to a complex and intriguing new story line. Although the developers know how important the awesome plot was to the first game, and are pushing its depth and importance in the prequel, they're also throwing in many gameplay enhancements—some of which were clearly present in the preview version. The excruciating load times were absent, and one-hit deaths were fewer; in fact, the handful that remained came with clear warning signs. Plus, this time around, you'll be able to choose between two control styles: classic, the Resident Evil–esque controls of the first game; and 3D, which will be more like Metal Gear Solid. And the action was more intense in the early version, with the availability of tasers, flamethrowers, magnetic pulse, and sonic weapons. Hand-to-hand combat was more prevalent, too—Hana ditched the knife to become a badass kung fu chick. Along with its new brain-busting puzzles, Fear Effect: Retro Helix should deliver a devilishly good game this winter.

Legacy of Kain: Soul Reaver 2

BY JAKE THE SNAKE

- Developed by Crystal Dynamics
- Published by Eidos
- Target release date: March

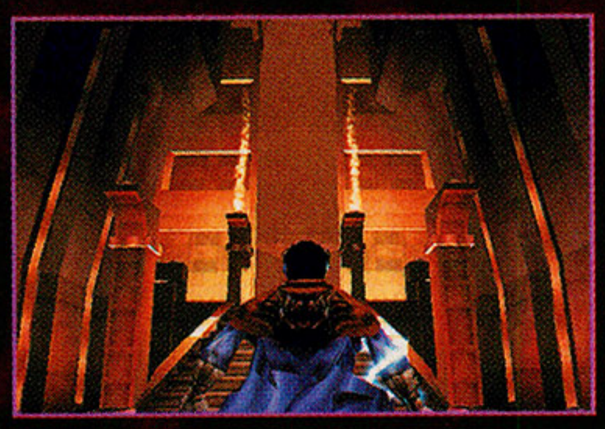
PlayStation 2 Dreamcast

UPDATE

FOR RAZIEL'S RETURN to the dark world of consoles, the wizards at Crystal Dynamics are hard at work making their star look as smooth and polished as possible for an undead vampire. In both the PS2 and Dreamcast versions, the model for Raziel will have triple the number of polygons he had in the original Dreamcast game, which means smoothly moving joints and many facial expressions. Better still, the game promises to now run at a constant 60 frames per second.

The developer is being tight-lipped about the story, which promises twists and turns, but we know it'll involve Kain and traveling back in time to the world of Nosgoth before it was ruined. In the preview version, the 3D levels looked even more amazing than the original's, with no noticeable texture-tiling, many rounded surfaces, and the dark, monumental architecture gamers have come to expect. Fortunately, the puzzles looked to be less of the box-pushing variety and more story-oriented, featuring such challenges as reflecting light to ignite a forge. Raziel should be a hell-raiser when he comes back to life this March.

Note: All screens shown here are from the PlayStation 2 version.



BY LAMCHOP

- Developed by Delphine Software
- Published by Infogrames
- Target release date: November

PLAYSTATION

HANDS-ON

Moto Racer World Tour

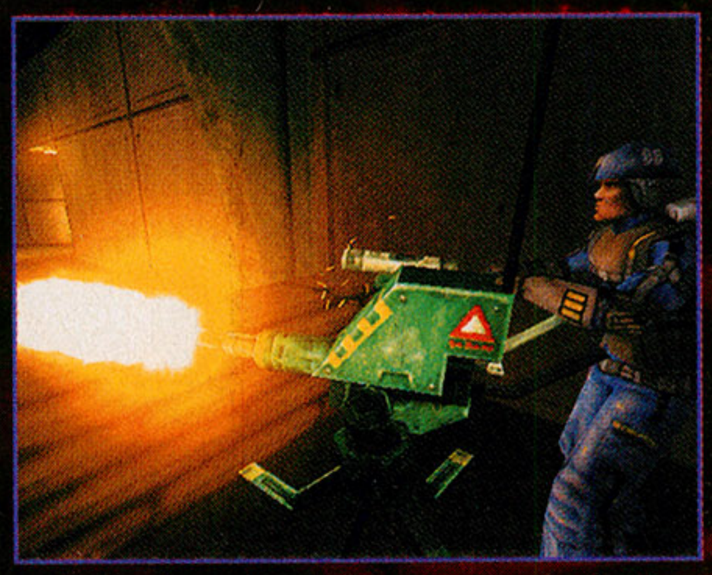
MOTO RACER FANS may want to strap on their helmets for more cycling action because Moto Racer World Tour is heading to town.

Continuing the Moto Racer tradition, you'll hop onto a sleek motorbike to tear up licensed courses from around the world, including Suzuka in Japan and Sachsenring in Germany. Gamers will choose from three classes of bikes—125cc, 250cc, and 500cc—and each bike will sport unique handling, braking, and steering characteristics.

The bright spot in World Tour looks to be the variety of game modes. If you get tired of simply racing around a track, you'll be able to hit the dirt to bust some stunts in freestyle mode; or you can spin over to the breakneck Dragster races where your bike can go in excess of 450 mph; or hop into Stadium mode to race through a maze-like structure. The preview version displayed smooth graphics and fast frame rates. The controls were a bit tough to handle, though, so, if they remain the same for the final version, you'll have to get lots of practice. With its variety of modes and clean graphics, MRWT could be a winner at the finish line.

NUCLEAR DETONATOR

Red Faction



BY UNCLE DUST

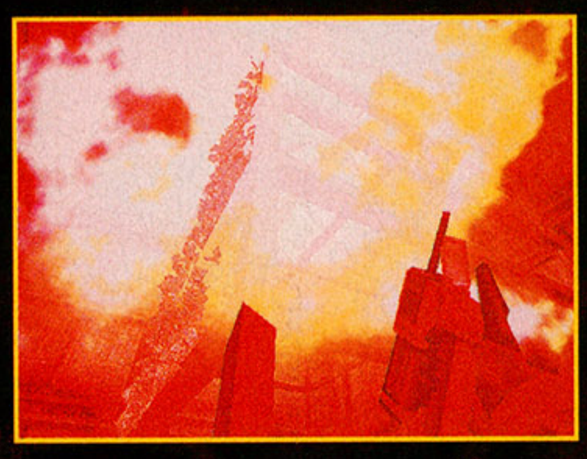
- Developed by Volition
- Published by THQ
- Target release date: Second Quarter 2001

PlayStation 2

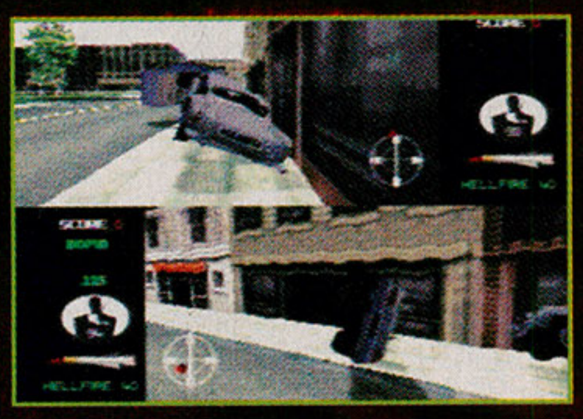
FIRST LOOK

VOLITION IS LOOKING to revolutionize gameplay in the very crowded first-person shooter genre with Red Faction for the PlayStation 2. The company is hoping to start that revolution from the ground up—beginning with the environments. No longer will walls be invincible blockades that let you hide from your opponents or camp out. Fortunately, you'll be able to completely manipulate the environments in Red Faction depending on what kind of weapon you're using: Rocket launchers will level small buildings, and armor-piercing shells will punch clean holes in walls—leaving a perfect impromptu sniping position.

Following suit with the great console shooters, this single-player game will have a deep story requiring strategy and stealth as well as great marksmanship. You'll also have several vehicles to pilot that will change the way you battle, as well as split-screen multiplayer modes for two to four players to duke it out in deathmatches and other games. Expect glorious graphics and a myriad of new tactical options when you get gunning with Red Faction next year.



007 Racing



BY VICIOUS SID

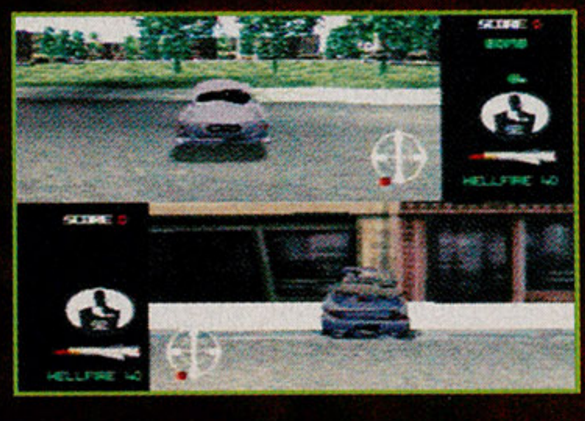
- Developed by Eutechnyx
- Published by Electronic Arts
- Target release date: November

PlayStation

HANDS-ON

BOND IS BACK, baby—and this time, he's ready to live and let drive. In 007 Racing, players will be able to choose from several drool-worthy Bond cars, including the Aston Martin Vantage, the BMW Z8, and the Lotus Esprit. Of course, these cars will be decked out with such Q gadgetry as rockets, smoke screens, machine guns, remote detonators, and other devious devices. In the single-player mode, you'll scream through 15 missions, in locales like crowded streets of New York, the rustic roads of Louisiana, and a sweltering El Salvadorian jungle while battling Oddjob, Jaws, and other classic Bond foes. A diverse selection of racing and combat multiplayer games will also be available, including Interagent Challenge and Pass the Bomb.

In the preview version, 007 Racing's grainy graphics and stuttering frame rate still needed work, so hopefully EA will be able to apply that final coat of polish. The vintage Bond sound effects and frenzied gameplay, however, were on the right track. Will Bond successfully trade his license to kill for a license to drive? Find out when the fireworks begin this November.



BY JAKE THE SNAKE

- Developed by Opus
- Published by Rockstar Games
- Target release date: November

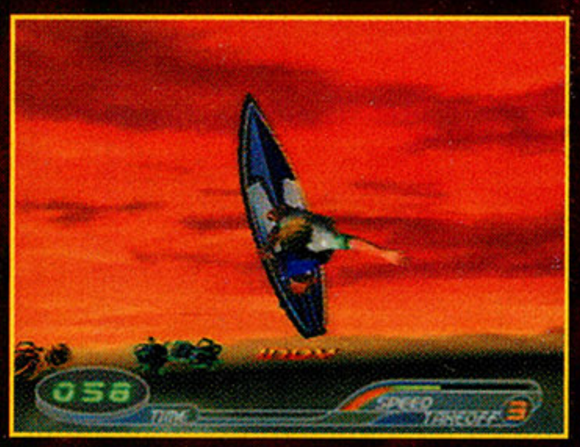
PlayStation 2

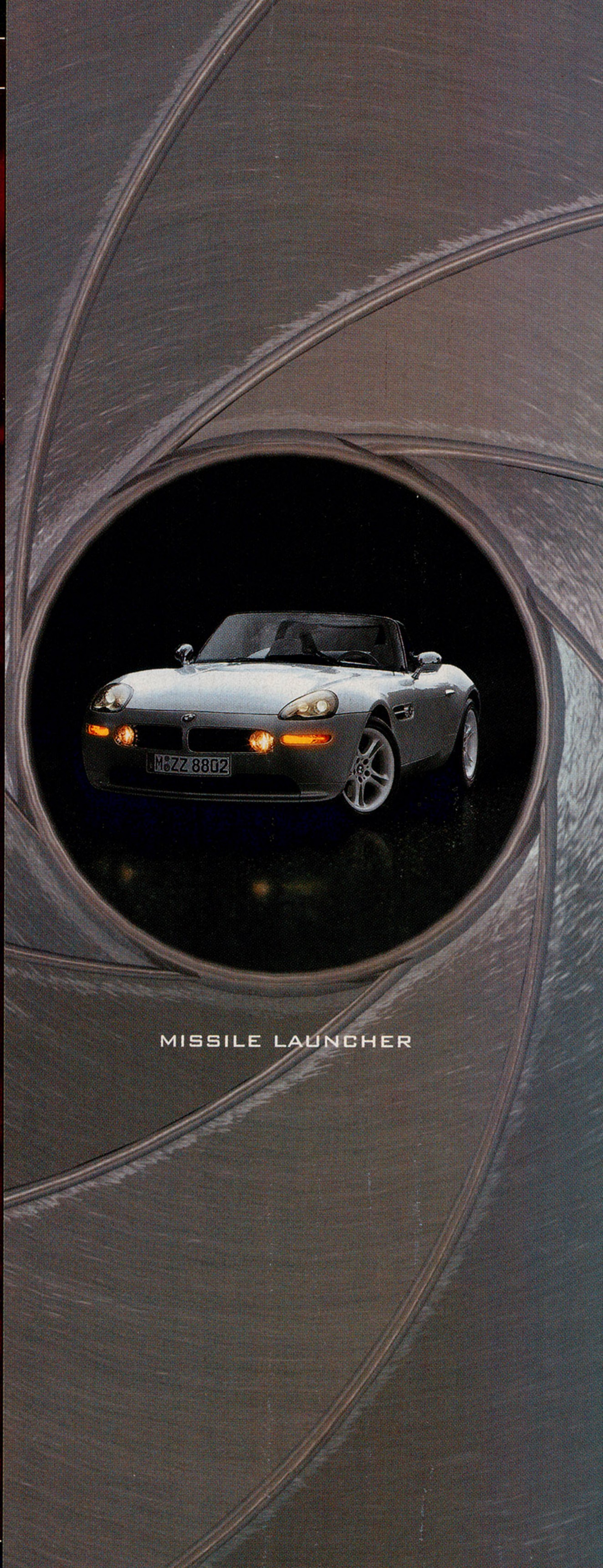
FIRST LOOK

Surfing H30

ATTENTION HAOLES: DON'T mope if the surf is glasslike or you live in Iowa. You'll soon be able to carve chill waves anytime, anywhere with Surfing H3O for the PlayStation 2. H3O promises to use realistic wave physics and spectacular graphics to re-create the one-with-nature feel of barreling through a churning pipeline. You'll choose from 11 surfers, each with their own characteristics, to surf six exotic beaches.

H3O will be the only game to use Rockstar's unique X-Board peripheral, which should give you an unparalleled sense of control since the peripheral will fit over the analog controller, enabling you to surf with your fingers. Using the X-Board, you'll be able to pull off more than a dozen aerial tricks, which can be linked for virtually unlimited combinations. Surf's up this November, brah.





Championship Surfer

BY FOUR-EYED DRAGON

- Developed by Krome Studios
- Published by Mattel Interactive
- Target release date: November

DREAMCAST

HANDS-ON

RIDING THE WAVES seems to be the up-and-coming sports event for the console systems, with big-name companies staking a claim to the genre—but don't be surprised if Mattel takes the surfer crown when it releases Championship Surfer this November. In the preview version, Championship Surfer already showcased awesome wave action, including left and right breaks, varying speeds, and diverse wave sizes. It was a snap to learn the controls, and the funny commentary and multiplayer modes added depth to the game.

Championship Surfer will feature eight Team O'Neil superstars, such as Cory Lopez, Rochelle Ballard, and John John Florence. Each will have their own surfing style, and you'll be able to choose from six boards that vary in length and stability. On the waves, you'll be able to pull off more than 50 tricks on 10 unique beaches and wave breaks, taking care to avoid treacherous obstacles like sharks, buoys, and other surfers if you want to win the competitions. Get ready to hang loose with a promising surf rider in Championship Surfer.

Looney Tunes Racing

BY JAKE THE SNAKE

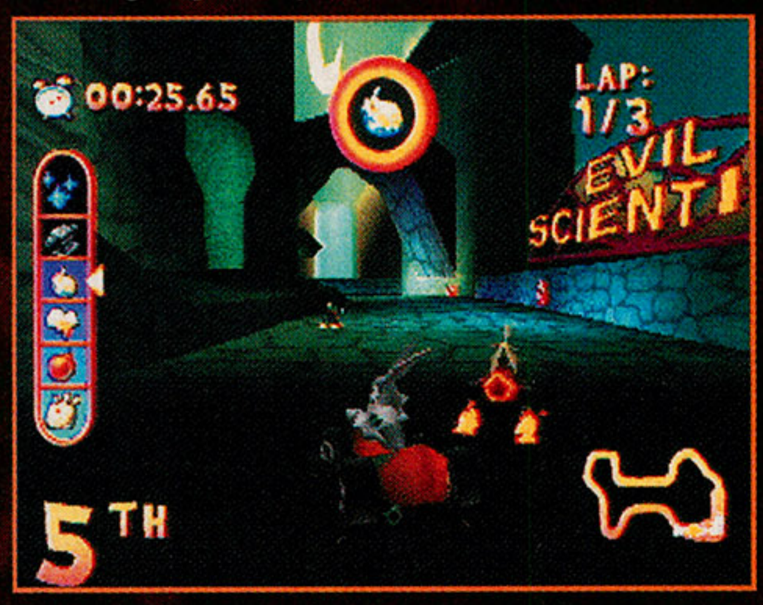
- Developed and published by Infogrames
- Target release date: November

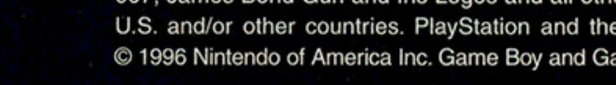
PLAYSTATION

HANDS-ON

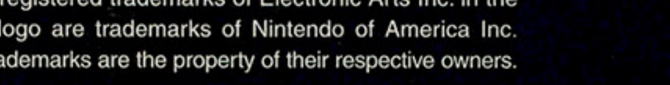
PERHAPS IT WAS inevitable that the venerable *Looney Tunes* gang would star in their own cart-racing game, Looney Tunes Racing (that's LTR, not CTR). The preview version played simply and well…a lot like Crash Team Racing—complete with speed-burst pads and power-ups—but with the humor and charm of a great *Looney Tunes* cartoon. You'll race as any of eight characters—including Bugs, Daffy, Marvin the Martian, and Taz, plus many more hidden ones—on 16 tracks that looked to be lifted directly from a Warner Brothers drawing board.

Each track had its own great theme music inspired by specific cartoons, and the sound effects were great: Hit a speed burst, and you'll hear a Road Runner–like zip. Of course, the toons spouted plenty of trademark lines: Drop an anvil on Daffy, and he'll call you "de-thpicable." The many traps on each track—such as a 1000-kilogram Acme weight, falling boulders, and speeding trains—were also true to the *Looney Tunes* universe. If the final version of LTR has enough long-term playability to go with its fast-paced fun and laugh-out-loud antics, it will be a must-have for *Looney Tunes* fans.





SEE THE WORLD
THROUGH BOND'S EYES



ALL THE GADGETS
TO LIVE LIKE BOND

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BEHIND THE WHEEL

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Sin and Punishment: Successor of the Earth

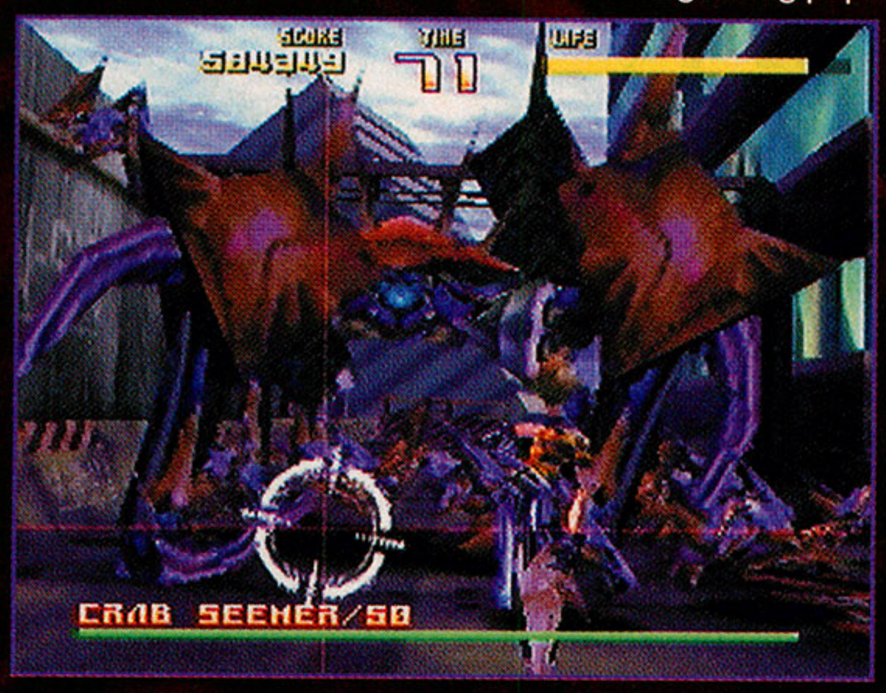
BY ATOMIC DAWG

- Developed and published by Nintendo
- Target release date: November (in Japan)

NINTENDO 64

OVERSEAS PROFILE

WATCH WHAT YOU eat—someday, it may try to eat you. In Sin and Punishment, an overcrowded Earth feeds its growing population by breeding artificial life forms called Lufians. But when the Lufians evolve intelligence, they develop a taste for people. Sin will fire off nonstop, behind-the-shooter action that will require you to move with the directionals and aim your crosshair with the analog stick. Early levels will place you on a "rail" to help you hone your shooting eye, but, as seen in the preview version, the later levels will cut you a little more slack in the brain-hammering, eye-popping firefight. Robobugs, armored soldiers, mech warriors, and huge monster bosses are coming to punish you for your sins in what looks to be an explosive game.



Echo-Delta

BY ATOMIC DAWG

- Developed by CleverTrick
- Published by Nintendo
- Target release date: December (in Japan)

NINTENDO 64

OVERSEAS PROFILE

ECHO-DELTA LOOKS LIKE a challenging Nintendo 64 strategy cart that will be part real-time strategy, part action game, and all underwater adventure. While commanding a mini-sub, which looks like a mechanical dolphin, you'll get 18 minutes to rescue a sunken submarine that's surrounded by weird, aquatic creatures. The preview version of Echo-Delta presented a challenging, danger-filled hunt for buried power-ups that you transport to an automated production facility called the Core. As in many RTS games, you'll protect the Core by building and placing robot gun turrets that blast marauding sea beasts. Echo-Delta just might "wet" the appetites of Nintendo 64 gamers who want strategy with an ocean view.

Surf Rocket Racer

BY VICIOUS SID

- Developed and published by Crave Entertainment
- Target release date: December

DREAMCAST

FIRST LOOK

IN SURF ROCKET RACER, Crave's upcoming jet skiing title, you'll slice through 15 stages–including California, the North Pole, and the Amazon–while collecting power-ups and performing barrel rolls, bunny hops, and submarine tricks. Plus, the Challenge mode will enable one or two players to compete in a variety of mini-games: You'll snag balloons in Balloon Attack, break race records in Time Attack, and climb waterfalls in Technical Attack. Will Surf Rocket Racer be a water-bound Tony Hawk? Find out this winter.

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Walt Disney's The Jungle Book Rhythm n' Groove DANCE PACK

1 Take One Great Dance Game

Dance through the thrilling adventures of Walt Disney's The Jungle Book Rhythm N' Groove.

2 Add a Dance Pad or Two

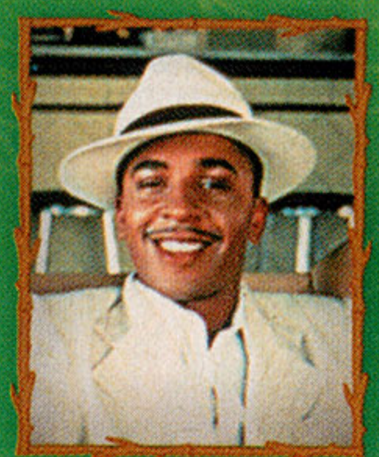
1 or 2 Player: Dance as Mowgli or compete against friends as 1 of 10 playable characters.

Dance pad sold separately or bundled with the game.

3 Shake Well With Favorite Pals

All the characters from the movie in 3D: Mowgli, Baloo, Bagheera, Kaa, King Louie, & more.

4 Add a Dash of Lou Bega



Super-star Lou Bega sings exclusive version of "I Wanna Be Like You."

5 Mix With Funky New Tunes and You Get The Ultimate Dance Party!

PlayStation®

EVERYONE E CONTENT RATED BY ESRB

Disney Interactive

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The Fighting Legend NOW on the PlayStation®2 Computer Entertainment System

4 Modes of play – Original, Arena, Character Edit and Training

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TEEN
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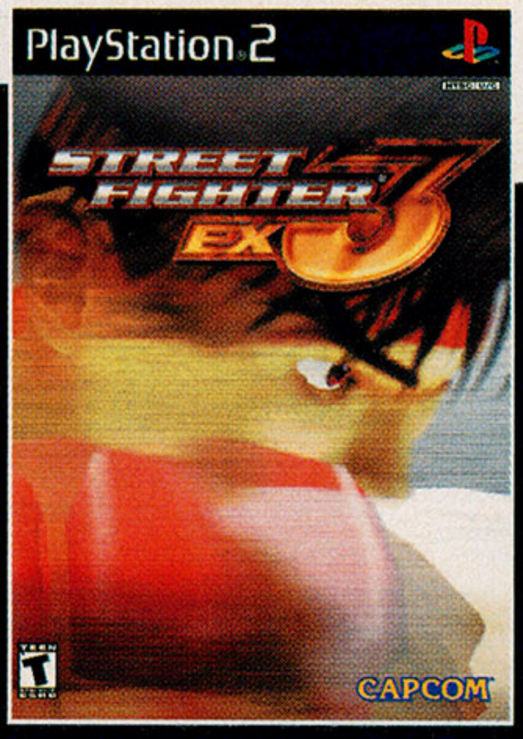
CONTENT RATED BY ESRB

ANIMATED VIOLENCE

STREET FIGHTER® EX3

Capcom's legendary fighting series heralds a new generation of games in Street Fighter EX3. Awe-inspiring realism and unbelievable graphics bring the world of Street Fighter to life in this amazing tag-team free-for-all. Choose from 16 characters to play 1-on-1, 2-on-1 and even 1-on-3 battles!



PlayStation®2

CAPCOM

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You know the rules.

PlayStation 2

湾岸 MIDNIGHT CLUB STREET RACING

In secret gatherings around the world a mysterious group of urban street racers, known as the Midnight Club, race for pride, power and glory in sleekly customized, tricked-out sports cars. Speeding through crowded streets, running red lights, terrorizing pedestrians, driving on sidewalks and outrunning the cops are just the basics for the "Midnight Club".

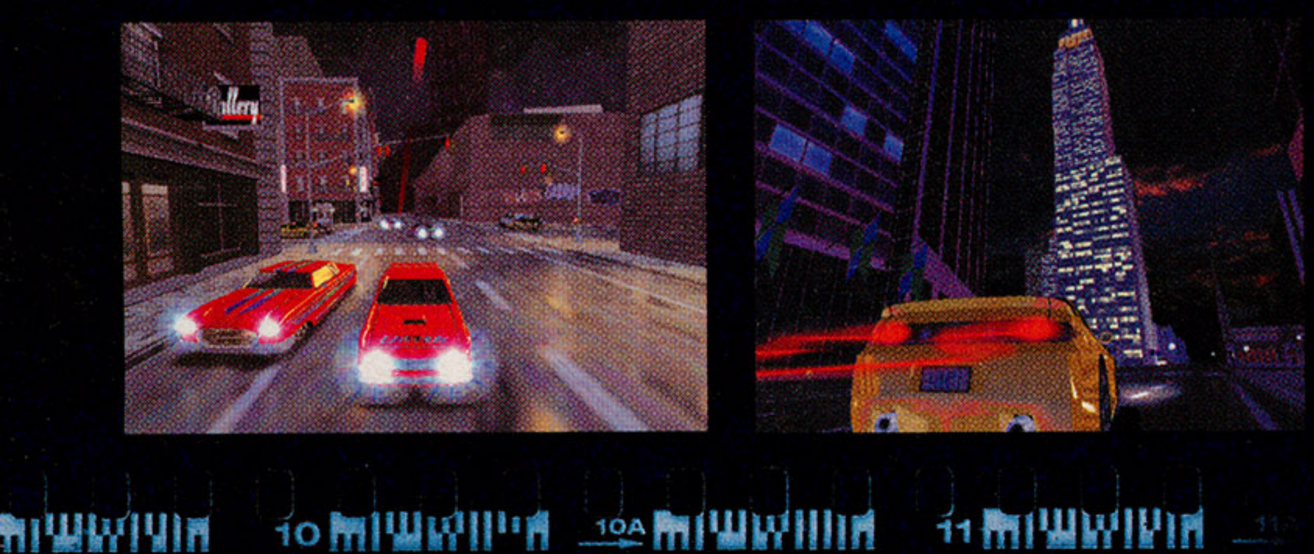
- Racing action in two accurately modeled cities on both sides of the Atlantic - New York and London!
- 17 different performance enhanced cars to race - concept prototypes, foreign sports cars, muscle cars and pickup trucks.
- Play in a persistent world - with interactive traffic, pedestrians and law enforcement.
- Win the pink slips of opposing players! Rise up through the ranks in the illicit world of the Midnight Club.
- Winning cars are tuned up with equipment from street-racing specialists such as Dimmer, VeilSide, Zender, Neuspeed, Wings West and more....

Release date: PlayStation 2 Launch

www.rockstargames.com/midnightclub

Cutting edge soundtrack from some of the world's leading techno/drum and bass artists- Dom and Roland, Derrick May and Surgeon

There are no rules.



Angel Studios

TEEN T CONTENT RATED BY ESRB

counterbalance

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DOA HARDCORE

THE PS2 IS launching with a tough lineup of fighting games, but Dead or Alive 2: Hardcore outshines them all with ultra-flashy graphics, deep gameplay, furious multiplayer fun, and loads of secrets to unlock.

More, More, More

This is the forth iteration of DOA2 to hit home consoles—first was the American Dreamcast version, then the Japanese PS2 version, and, most recently, it came out for the Japanese Dreamcast—so, what's so special about this latest incarnation? What makes it Hardcore? Well, with each successive version, Tecmo's Team Ninja has added more secrets—in the form of levels, costumes, characters, and tag team moves—and DOA2: Hardcore has a list of extras that goes on forever.

There are two new playable characters for this version, Bayman, from the first DOA, and the final boss, Tengu. The game also has a ton of new costumes—up to seven for some characters—ranging from familiar outfits from the original game to really fancy digs to utterly ridiculous outfits that no proud fighter should ever wear. Also, new to Hardcore are five Tag-Battle stages, so you won't have to duke it out in the same arena. Other features include a CG Gallery of concept art and Collection mode, which is a group of funny objects like carrots or cupcakes that you gather during Survival mode battles.

Finely Tuned Machine

Other areas of the game have been tweaked as well. Costumes are much more ornate, with flowing scarves and flared collars and cuffs. Also, new reversal moves were added to some players, with devastatingly acrobatic results. Tag-Battle mode received the biggest upgrade, not only with the new arenas, but also with a fresh arsenal of tag team moves that work with any combination of fighters. Also, Story mode is a little more engrossing, featuring some new cinemas, a new arena, plus a couple of extra hidden arenas in the old levels.

While these may sound like small details, the changes really deliver a more captivating fighter, especially in the single-player modes, (where the Dreamcast version fell short). The addition of the Collection option in Survivor mode makes the PS2 version more frenetic and strategic, and is the most fun single-player mode in the game. For multiplayer, this title still features some of the most intense battles, thanks to the grapple-heavy fighting system.

PROTIP: Helena strings together long series of hits. Move between punch and kick combos for ultimate effectiveness.

PROTIP: As Ayane, follow combos that leave players dazed with spinning punches. Hold → and simultaneously tap △, ○, then tap △, △ for two more hits.

PROTIP: Rather than running toward a distant opponent, launch yourself toward them with an attack, like Jann Lee's flying kick or Tina's dive attack.

Tina turns this into a literal cat fight.

They call him, "Fancy pants."

PROTIP: To avoid taking extra damage, use the analog stick or hold L1 to move diagonally when you get your back to a ledge or danger zone .

PROTIP: To start the fight with a throw, as the announcer counts down, get right up on your opponent and tap × just after you hear, "Ready."

PROTIP: In Survivor mode, use the time between KOs to pick up items; otherwise, you'll get some beatings while filling up your collection.

PROTIP: Get an extra item for Collection by landing a Down Attack on fallen opponents. Characters like Zack and Leon are effective with this move.

PROTIP: Always follow up a throw move by simultaneously tapping ↑, △, ○ to land another blow before your opponent regains his feet.

BY UNCLE DUST

- Published by Tecmo
- $49.99
- Available now
- Fighting
- 4 players

T for Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	4.5	5.0

PROTIP: If you don't land the first kick of Hayabusa's upside-down spinning attack, stop the move–if you miss, you're left wide open.

PROTIP: Lei Fang's specialty is deliberate, powerful moves. She doesn't combo well, so wisely mix high and low kicks with punches.

PROTIP: Bayman's strong punches can beat players into submission when they're trapped against a wall.

Flashy, Trashy, and Splashy

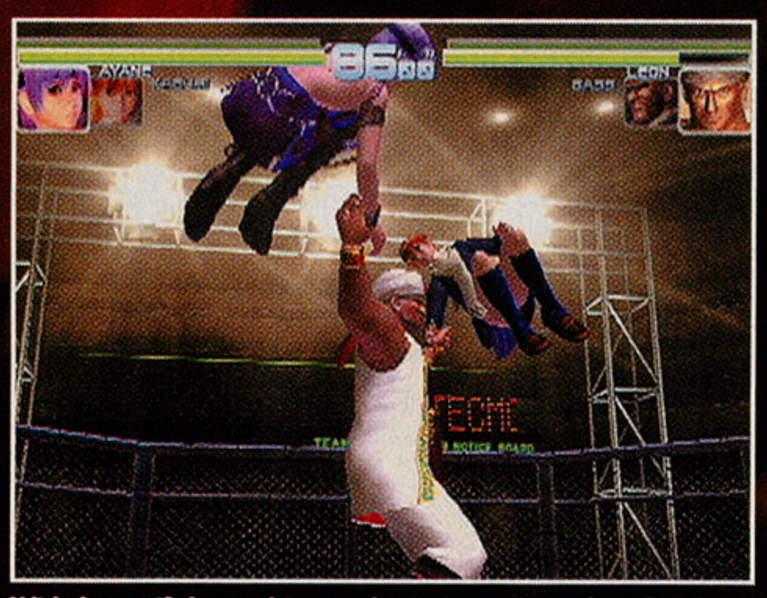
Graphically, DOA2 showcases exactly how much power the PS2 has. Detailed characters, moving fluidly through enormous multitiered levels, deliver bone-crushing attacks that are a joy to watch. The expanded arsenal of moves, plus the multitude of new costumes, make this true visual splendor.

Sound is never usually the strong point of a fighting game, but DOA2 delivers here as well. Gamers have a choice of listening to the game with Japanese or English voice-overs (with or without subtitles)—so there's something for everyone. The music is nothing to shout about, yet it fits in nicely with the high-octane fighting. And the characters' signature grunts and groans remain intact—as do the painfully exaggerated sounds of the attacks.

DOA2's unique fighting system is enhanced by its solid controls. All the flashy reversals and backbreaking holds can be pulled off with rather simple button combinations, but mastery of these techniques takes a lot longer. And the choice between arcade and PS2 controls lets both amateur and fighting game masters find their groove.

Head-to-Head-to-Head

The PS2 launch delivers the choice of Tekken Tag Tournament, Street Fighter EX3, Ready 2 Rumble Boxing Round 2, or Dead or Alive 2: Hardcore for the lucky few who preordered their systems. While all these games offer graphically impressive brawling thrills, DOA2 stands tall among this crowd, giving fighting fans the most bang for their buck. It would be perfection if only it had a cool mini-game like Tekken Tag Bowling!



With beautiful graphics and intense gameplay, DOA2: Hardcore is the king of PS2 fighters.

It's shocking how many danger zones there are in this new Tag-Battle level.

Hidden Areas

Knock your opponent off the rooftop...

...into the back alley.

Good thing the walls are made of paper...

...it hurts less when traveling from room to room.

GRAPHICS 5.0	SOUND 4.5	CONTROL 4.5	FUN FACTOR 5.0
Smoother and more detailed than the Dreamcast version, DOA2: Hardcore is the cream-of-the-crop of launch games when it comes to showing off the PS2's graphical power.	This fighter gives you all the bone-crunching sounds and pulse-pounding music you need. It also features Japanese and new—and sometimes goofy—English dialogue in the cut-scenes.	The controls are simple, but offer enough depth to keep the fights interesting as you get better. Differing arcade and PS2 control schemes for counters let you progress to a higher level.	DOA2 looks fantastic, plays great, and offers enough for both single- and multiplayer brawls to go on and on. This is one of the best launch titles and a must-have for fighting fans with PS2s.

TimeSplitters

WOLFENSTEIN 3D, DOOM, Quake, GoldenEye: That's pretty much the history of first-person-shooter games in four landmark steps. Now it's time to add a fifth name to that evolutionary list—TimeSplitters—because Eidos's first PlayStation 2 release is just that good.

PROTIP: In auto-aim mode, you can take manual control of the crosshairs by holding down L2. Only use it for snipes and sharpshooting, never for close battles.

Plan 1999 From Outer Space

Built by Free Radical Design (the British ex-Rare programmers who created GoldenEye), TimeSplitters is unashamedly light on plot. An extra-dimensional race of evil aliens called the TimeSplitters have been monkeying with human history for eons—but, over a period of 100 years, a handful of people come to exist who can break their stranglehold of power. Whee! What the game lacks in compelling narrative, it more than makes up for with frenzied action.

Players take up the roles of all those human heroes in their respective time periods, from 1935 to 2035. Each scenario features its own enemies, weapons, and unique environment, yet they all share a common get-the-item level goal—either retrieving an ankh in Egyptian ruins, snagging secret files from a gangster's hideout in the '70s, or rescuing a "hostage cyberbrain" on Planet-X. Once the pickup is made, the TimeSplitters get personally involved, warping in from the far reaches of time and space to kick your ass.

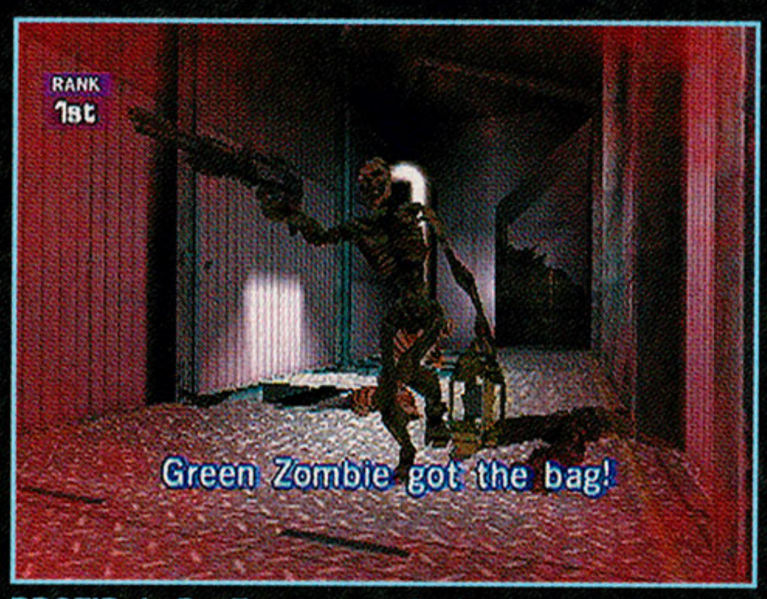
PROTIP: In the future missions, the grenade launcher is your best friend! It's versatile, so use both its fire modes.

The Tests of Time

As the skill level rises, so do the number of enemies and amount of terrain you'll cover in each mission. The longer the level, the more desperately you'll wish for periodic save checkpoints. It's frustrating to get 80 percent through a level, get hammered by the TimeSplitters, and have to start from the beginning of the mission.

Another reason wimps need not apply: advanced A.I. Once you're spotted, enemies will advance on your position, but they'll also duck to avoid your fire, roll out for surprise attacks, and use nearby objects as cover. The enemies are impressive.

PROTIP: The TimeSplitters usually go down easily, but they're fast, do lots of damage, and tend to swarm. Be ready.



PROTIP: In BagTag games, don't camp in one area—keep moving and stay paranoid, as attackers often come from behind.

Players' Choice

If fighting the computer isn't your style, you can always mix it up with your friends in a four-player battle, which was the heart of GoldenEye's long-term replay value. TimeSplitters offers 60 multiplayer

Although it contains a lot of gunplay, TimeSplitters is devoid of blood, and the characters look like very creepy toons.

PROTIP: Use pillars and corners for cover. If you know an enemy is around the corner, fire as you're strafing, before you can see them.

PROTIP: When navigating Planet-X's tricky ledges, press diagonally in the direction you want to go, so you hug the closest wall while moving.

PROTIP: As soon as you see the telltale blue flash of an incoming warp, fire at it—the TimeSplitters start attacking as soon as they arrive.

characters (which you'll have to unlock in story mode), plus some creative options that include BagTag, a violent version of Keep Away, and Escort, a difficult bodyguard scenario.

Everything is customizable for multiplayer matches. Players choose from a pool of cool weapons including twin M-16s, a laser sniper rifle, dual shotguns, and even an archaic blunderbuss. If you want more control, choose some bots to join the action, or use the incredible MapMaker to create your own level in just a few minutes. The MapMaker offers unbelievable power with a simple interface, and may extend this game's replay value indefinitely. TimeSplitters also tracks tons of stats, including favorite weapon, most consecutive kills, percentage of head shots, and more.

Groovy Ghoulies

Visually, the detailed environments, shattering glass, and smooth, stylized character animation make this game shine. The design is half-creepy, half-cartoony; levels contain genuinely disturbing bad guys—such as mummies and zombies—who have humorous touches, like bulging eyes and lanky limbs, to take the edge off. The game lives up to its marketing hype: Graphics blaze by at 60 frames per second—even in split-screen matches—and it has no pop-up.

The default controls—analog sticks to move and look, trigger buttons to shoot—feel comfortable, should pose no problem to genre newbies, and are customizable. The audio is fine, with excellent thematic music for each time period and great sound effects, like machine-gun repeats and alien screams.

Chrono Trigger?

With lotsa gunplay, TimeSplitters earns its Teen rating—but it has no blood, and its cartoony sensibility keeps things appropriately fantasy-based. It's a thrilling triumph, not only for Free Radical, Eidos, and the PS2, but for hungry action gamers as well.

BY DAN ELEKTRO

- Published by Eidos
- $49.99
- Available now
- First-person shooter
- 4 players

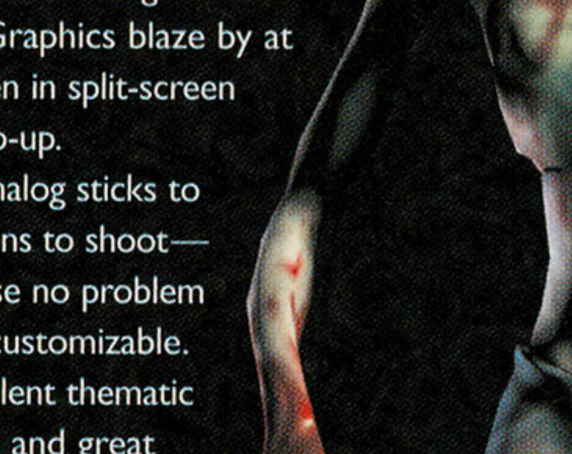
TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	5.0	5.0

PROTIP: The only way to get rid of certain undead enemies, like mummies and skeletons, is by decapitation.

PROTIP: If you shoot crates, the explosions will take out nearby enemies.

PROTIP: When incoming fire looks like three bullets at a time, your enemy is using a shotgun-type weapon. Take them out from a distance, since shotguns are most effective at close range.



PROTIP: The splash damage from the rocket launcher is excellent. Beware using it in small rooms or tight spaces.

PROTIP: Watch your ammo in the lower-right corner; the number on the left is how many shots until a reload, and success often relies on when you reload.

GRAPHICS 5.0

TimeSplitters offers a unique creepy/cartoony look with smooth animations and cool effects, delivered at the promised 60 frames per second. This is the good stuff.

SOUND 4.5

From ancient Egypt to Asia, excellent music sets the atmosphere for each level. The blasts of shotguns and M-16s are crisp and dominate the soundscape.

CONTROL 5.0

Shooters on consoles always need precise, yet comfortable, controls, and TimeSplitters delivers them. They're logical and responsive, and totally remappable.

FUN FACTOR 5.0

First-person shooter fans, your prayers have been answered. With killer visuals, tight control, and an amazing number of options, TimeSplitters is one of the games that will make the PlayStation 2 feel like it was worth the wait.

1950 VILLAGE: EASY

Enemies are poised and waiting in most of the windows of the village; crouch below and pop up to attack.

Your first health pack is at the end of this street, to the left and back. You'll need it, especially if you're taking the shortcut.

What shortcut? This one: Sneak through the doorway to the left at the third intersection, and you'll discover a route that leads through some of the buildings to the docks.

The artifact is to your left, out on the edge of the dock—heavily guarded by zombies perched in buildings at the edge of town.

SMUGGLER'S RUN

BY JAKE THE SNAKE

- Published by Rockstar Games
- $49.99
- Available now
- Driving
- 2 players

RATING PENDING RP — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	5.0	5.0

SMUGGLER'S RUN MAKES good use of the PlayStation 2 to offer gameplay unlike that of any other driving game—you can go off-road practically anywhere in Smuggler's huge, lifelike worlds. This, combined with the pressure-cooker of delivering contraband within tight time limits while being hounded by tenacious cops and rival gangs, makes Smuggler's Run one of the most exciting and addictive games yet for the PS2.

Roads? We Don't Need No Stinkin' Roads

Your mission is to pick up and deliver contraband—industrial secrets, organ transplants, weapons, and more—by following a Crazy Taxi–like arrow at the top of your screen. While roads are the easiest way to get around, your objectives are usually off the beaten path. Luckily, you can drive absolutely anywhere—up steep hills, over cliffs, across rivers, and through fences.

PROTIP: Keep your wheels on the ground–you can't turn or accelerate in the air.

PROTIP: Despite the occasional roadblock, stick to roads whenever possible. They're fast and often take you close to your goal.

PROTIP: Although you can go anywhere, there's often a fairly precise route you'll need to follow to finish in time. The trick is to figure it out, then perform a flawless run.

Smuggler's physics and controls are a perfect cross between realism and fun: While hitting a slope at the wrong angle will send you cartwheeling, you can also land huge jumps and drive almost vertically. The simple controls keep you in firm command of your vehicles, which include a dune buggy, monster truck, rally car, and a Humvee lookalike.

Joy Riding

The maps are incredibly well modeled, complete with towns, street signs, power lines, wildlife, hikers, and more. And while there are only two areas (desert and forest, plus snow-covered forest), they're huge: You'll rarely feel like you're covering the same ground. The vehicles are highly detailed and shed parts like demolition derby cars. Still, there's never a hint of slowdown, even with eight cars on-screen. Unfortunately, the sounds aren't as good—mostly annoying sirens and your old lady yelling at you.

We Don't Need No Stinkin' Badges, Neither

Besides tough terrain, your biggest enemy in Smuggler is the law—U.S. Border Patrol, Army MPs, and CIA agents. They're smart and tough and will be on you like white on rice, bumping and smashing you. When your damage points run out and a cop touches you, you're arrested.

While the worlds are huge, you're given very little time to complete your missions. You'll often need a perfect run, which can take dozens of tries. Yet the gameplay is so smooth and enjoyable that Smuggler's Run never becomes frustrating. The game has so many variables that no two runs are alike, and you'll enjoy replaying missions over and over. If you're in the market for some highly addictive, heart-pounding action, score a copy of Smuggler's Run.

PROTIP: When a cop car jams against your side and you can't lose him, hit your hand brake, turn away from him, do a 360, then continue in your original direction.

PROTIP: If no roads are available, you should almost always follow the path that offers the least resistance, such as this frozen river.

PROTIP: On mission 12, don't follow the arrow. Start with the radar tower closest to you and work your way to the farthest tower.

PROTIP: Some other ways to lose a cop jammed against you are to force him off a ledge, into an obstacle, or–best of all–into another cop.

GRAPHICS 4.5

You can go practically anywhere in the huge, realistically modeled worlds. The great-looking vehicles shed parts as they take damage, eventually exposing even their engines. There's never a hint of slowdown, and you get a thrilling sense of speed.

SOUND 4.0

Whirring police sirens are the most noticeable sound effect, and soon chafe your nerves. The voice bits—mostly chastisements from your old lady and the cops—are funny, but repetitive. A pumped-up soundtrack is lacking.

CONTROL 5.0

What more could you ask for? These simple controls are all that's needed in a driving game—gas, brake, hand brake, and turn—and they respond perfectly. Your car will soon feel like an extension of your body as you learn to feel your way across the terrain.

FUN FACTOR 5.0

Tearing across varied and rugged terrain to pick up and deliver contraband, all while evading cops and rival gangs, is extremely fun—even when some missions take 30 or more tries. Anyone who likes fast, challenging games should grab a copy of Smuggler's Run.

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BY LAMCHOP

- Published by Agetec
- $49.99
- Available November
- Mech shooter
- 2 players

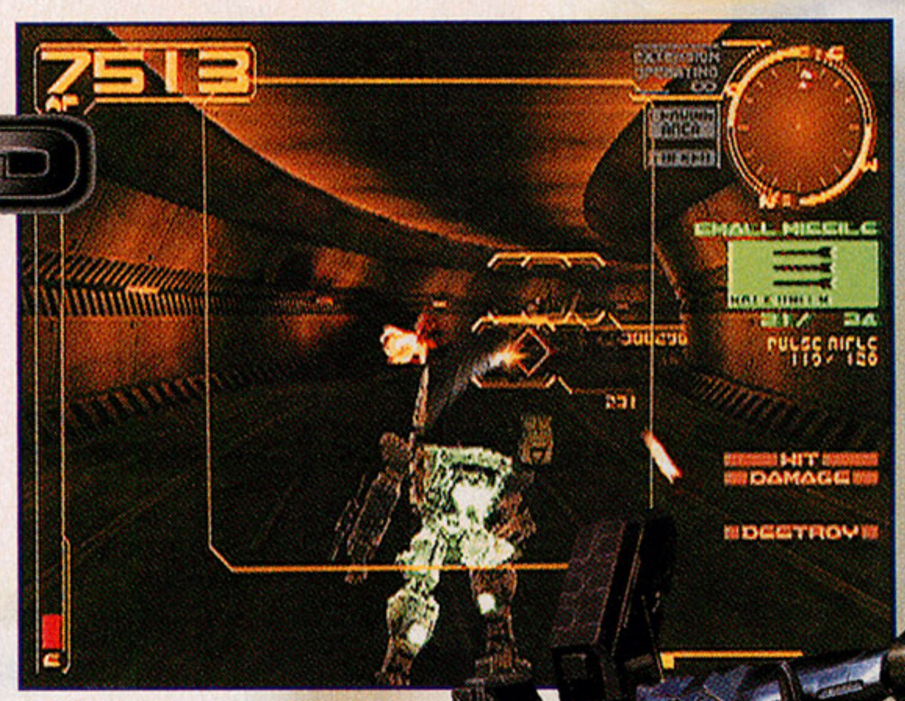
RP

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	3.5	4.5

THE ARMORED CORE series lives on! Armored Core 2 gears up on the PlayStation 2 as a great third-person, giant-robot killer, featuring solid gameplay, a story that unfolds according to the gamer's decisions, and more tweaks and customizations for your robot than you can imagine.

Systems Check

In AC2, war has decimated the Earth and corporations have taken over. Soldiers are regularly hired to deploy guerilla tactics against corporate competitors, and as a high-ranking Raven, you're offered credits to implement these strikes. The missions, ranging from escorting a train to capturing cargo to destroying a base, will change the course of the game, depending on which ones you accept. You take charge of your megaton Armored Core (or AC), equip it with various missiles, guns, rockets, and cannons, then head out to deliver the message.



PROTIP: Use your boost to catch up to the train, then simultaneously lock on and fire your missiles to disable it.

Commencing AC Drop

The action in Armored Core 2 is pretty straightforward: Your targeting system automatically locks on to the nearest enemy, and you plug away. However, it will take a while to learn how to position your AC and maneuver around your target. Gamers should appreciate the ability to select which missions to accept. You can fight for one corporation, then rage war against the same company on the next mission.

PROTIP: Behind the mountains are the hidden towers–take them out.

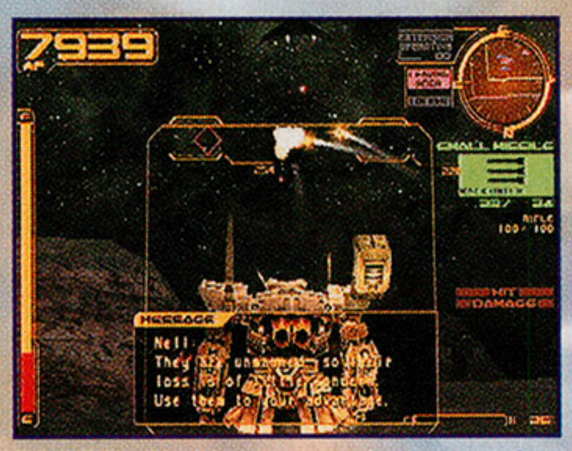
What really stands out in AC2 is the customization. With a claimed 10 billion possible part-combinations to make your AC (head, core, radiator, legs, weapons, etc), you can continually tweak and swap items to make the perfect robot (provided you have enough credits). Customization keeps the action fresh—you'll never face an enemy with the same weapon twice.

AC Control 101

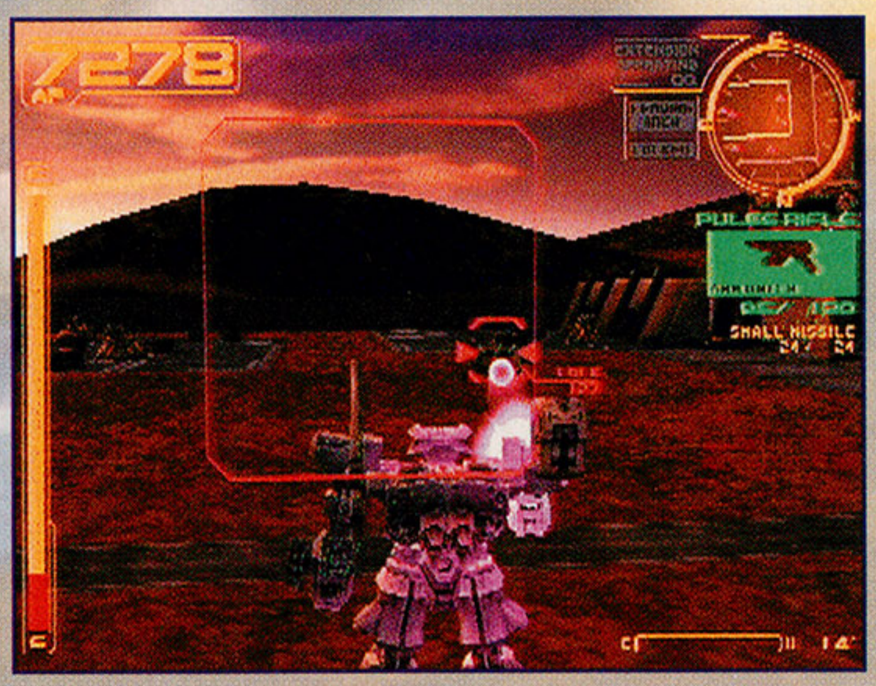
The graphics bring the AC world to life. The robots are smoothly rendered, and visual effects are nicely done. The sounds are mostly solid—from the "thump-thump" of your AC running to the detonating of rockets—though more concussion sounds would've made the the size of these monstrosities more palpable. The sour note in AC2 is the controls. PC gamers spoiled by joysticks, keyboards, and mice will find targeting and controlling the up/down motion of the ACs tough to deal with, as the PlayStation 2 controller isn't best suited for this type of game.

Overall, Armored Core 2 is a solid title that gets kudos for strong action and replay value. Giant-robot fans will want it—others should, at the very least, rent it.

PROTIP: Use surroundings as shields, like this door, so MT drones can't hit you while you take down a lone unit.



PROTIP: Airships swoop in, pummel you with shells, and then come back for repeat assaults. Take them out before attacking ground units.



PROTIP: If your AC is equipped with an energy blade, use it in close for a powerful attack that conserves ammo.

◀ Armored Core 2 brings giant-robot-fighting action to the PlayStation 2.

GRAPHICS 4.5

From the smoke trails of launched missiles to the smoothly rendered Armored Core robots, the visuals are sharp and solid.

SOUND 4.0

A futuristic techno beat plays in the background, while the clank-clank of your robot's footsteps and explosions delight your ears, though they could've been more amped up.

CONTROL 3.5

The controls are the weak link in this well-oiled machine. While the buttons are configurable, the PlayStation 2 controller isn't the best peripheral for a game of this nature—a dedicated joystick would've been better.

FUN FACTOR 4.5

The giant-robot-killer genre gets another strong addition. With shoot-em-up action and a vast customization mode, Armored Core 2 should satisfy both newcomers and hardcore gamers alike.

PlayStation®2

SURFING H30

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Next generation wave modeling physics

6 epic waves to master

11 playable characters each with unique abilities

Over a dozen aerial tricks can be linked for unlimited combo's!

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EVERYONE E CONTENT RATED BY ESRB

OPUS CORP.

RenderWare 3

ASCII

PHOTO BY TOM SERVAIS

BY LAMCHOP

- Published by Rockstar Games
- $49.99
- Available now
- Racing
- 2 players

TEEN T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	4.5	4.5

IF YOU HAVE a lead foot and a need for speed, then check into the Midnight Club for some slick rubber-burnin' action. It has some addictive gameplay under the hood that keeps you coming back for more.

湾岸 MIDNIGHT CLUB STREET RACING

The Freaks Come Out at Night.

Midnight Club is modeled after the real-life world of illegal street races where you put your driving abilities to the test in a battle for pink slips and—better yet—status. In career mode, you start in your trusty taxicab, roaming the streets of NYC looking for some action. Eventually, you'll take the plunge and join the prestigious members of the Midnight Club, battling your way to the top—City Club Champion. You'll compete in 39 races, earning new cars when you beat certain opponents. The game also has an arcade mode for the I-want-action-now gamer.

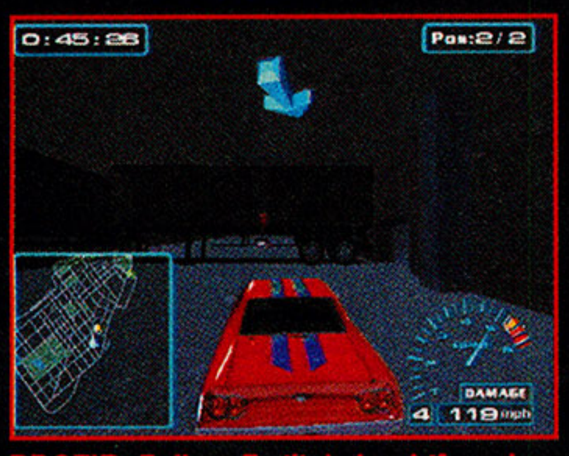
This is the real New York City, complete with tons of flashy billboards.

Nice Paint Job

Midnight Club's roam-anywhere environments (reminiscent of Midtown Madness's) are a great departure to confined stick-to-the-road racing games. As long as you hit all the waypoints, you can go practically anywhere (but you might not come in first place). Plus, the driving action is intense, giving you the feeling that you're actually going 114 mph on the streets of NYC.

Great controls complement the game, and you'll appreciate the fact that each car has its own handling and speed characteristics. Regardless of which vehicle you select, they all drive responsively, while using the hand brake to powerslide around corners is pure bliss. Moreover, solid graphics abound. From the accurately portrayed (and very detailed) cities of NY and London to the shiny, sleek cars, Midnight Club doesn't hold anything back visually. The voice-overs, however, repeat generic phrases too often (you can hear, "You call that a car? I call it a dog on wheeellss!" only so many times), but the vehicle sound effects and the techno-beat soundtrack are decent.

If you're looking for some new nightlife on your PlayStation 2, you should definitely join the Club.



PROTIP: Follow Emilio's lead if you're behind him, like going under these trucks in the short cut.

PROTIP: Forget the brakes—use the hand brake in combination with the D-pad (or analog stick) to powerslide through the corners.

PROTIP: Don't get bunched up with the crowd: Avoid the speed-killing pack at all costs.

PROTIP: Crashing into things is fun, but you'll take damage and it'll slow you down—save it for the cruising mode.

PROTIP: If you get ahead of your opponent, sideswipe him to slow him down.

motogp

BY LAMCHOP

- Published by Namco
- $49.99
- Available now
- Motorcycle racing
- 2 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	3.0	4.0

500CC ACTION NEVER looked so sharp. MotoGP, a slick racing-bike sim, lets you hop on authentic bikes from big names like Honda and BMW to go against big-name bikers like Kenny Roberts and Max Biaggi. The breakneck action takes you through five game modes (season, versus, challenge, arcade, and time trial) on real-life tracks, such as Susuka, Donington, and Jarez.

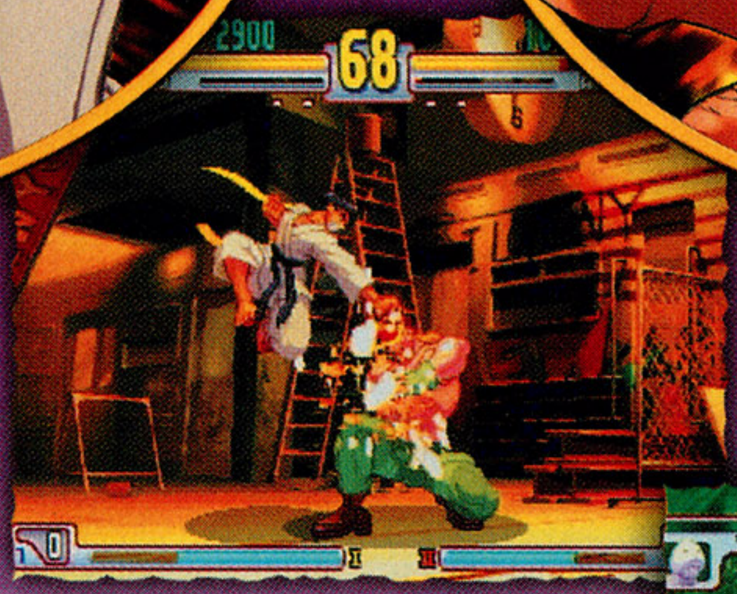
With the solid sounds of eager horsepower under your seat and the cheering crowd in the stands, you'll be thrilled by the detailed bikes and tracks (especially noticeable in the replays). The controls, however, are a challenge (even with "simulation" turned off) and take some getting used to—particularly when maneuvering in and out of corners. Still, MotoGP is a strong bike sim with great graphics and fast gameplay, and is well worth a weekend rental at the very least.

PROTIP: The corners can get tricky. Alternate between the accelerator and brake buttons until you clear the turn.

PROTIP: At the starting line, rev your engine up to about 12,000 rpm to obtain a quick start.

IT'S THE ULTIMATE 3-FOR-ALL.

3rd STRIKE
STREET FIGHTER III



Straight out of the arcade, Capcom takes to the mean streets with Street Fighter III: 3rd Strike. This juggernaut fighter stars 4 brand new characters – 19 characters in all, and introduces the new Leap Attack and a Grade Judge System which evaluates player performance at the end of each match. Totally seamless animation and an innovative hit-frame system team up with the return of the Super Arts fighting styles in the newest chapter in the greatest arcade series of all time.

TAKE IT TO THE EDGE™ CAPCOM EDGE ™

TEEN
T
CONTENT RATED BY ESRB
Animated Violence

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Dreamcast™

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IN STORES NOVEMBER 2000

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With such careful attention to detail, falls and collisions are painfully accurate. It's so life-like, you can practically taste the mud.

So Real, It Almost Hurts.

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MOTUL

EVERYONE E CONTENT RATED BY ESRB

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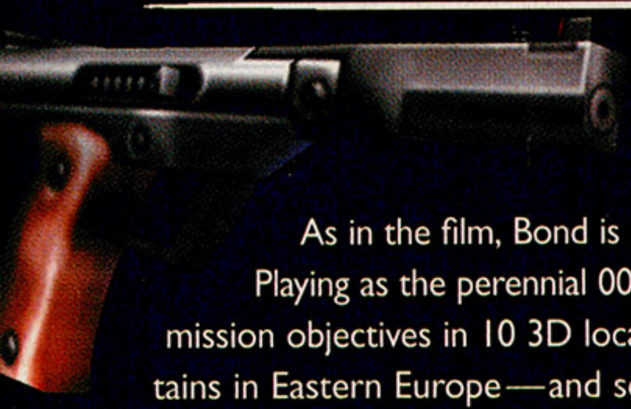
BY EXTREME AHAB

- Published by Electronic Arts
- $39.99
- Available now
- Action/adventure
- 1 player

T (TEEN)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	3.5	4.0

The World Is Not Enough 007



WHEREAS THE N64 game based on the film seemed like a labor of love, the PlayStation incarnation of The World Is Not Enough is light on labor, relying heavily on cut-scenes from the film for its excitement. It's still a good game, but this Bond could've been tweaked by Q a bit more before being allowed out on a mission.

The Frame Rate Who Despised Me

As in the film, Bond is hot on the trail of money, Elektra, Renard, and Christmas Jones. Playing as the perennial 007 in this first-person adventure/shooter, you'll attempt to fulfill mission objectives in 10 3D locales: some from the film—Bilbao, Spain; snow-covered mountains in Eastern Europe—and some new environments, like the streets of London, inside a top-secret facility, and elsewhere. In order to thwart Renard, the lamest Bond villain of all time, you'll have 30-plus Q-lab weapons and gadgets, including a PlayStation-exclusive video camera/missile launcher.

You'll need all this armory since enemies come in great numbers, often popping up behind you from who-knows-where; in fact, you'll have to eliminate so many henchmen on some levels that the game experience starts to feel more like shooting fish in a barrel than a suspense-laden espionage adventure. Moreover, when the screen is filled with multiple enemies, the frame rate takes a hit, making it difficult to aim and wounding the game's enjoyment factor.

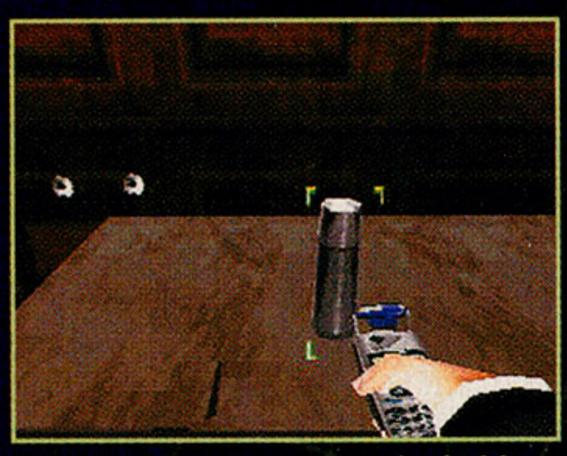
PROTIP: After clearing the area of goons in Cold Reception, take cover in the pipe you came out of when you first arrived, then use your AR 36 sniper rifle to take out the flying enemies.

Cut-scenes from the film spice up the otherwise average graphics of the entertaining PlayStation version of The World Is Not Enough.

RollerBond?

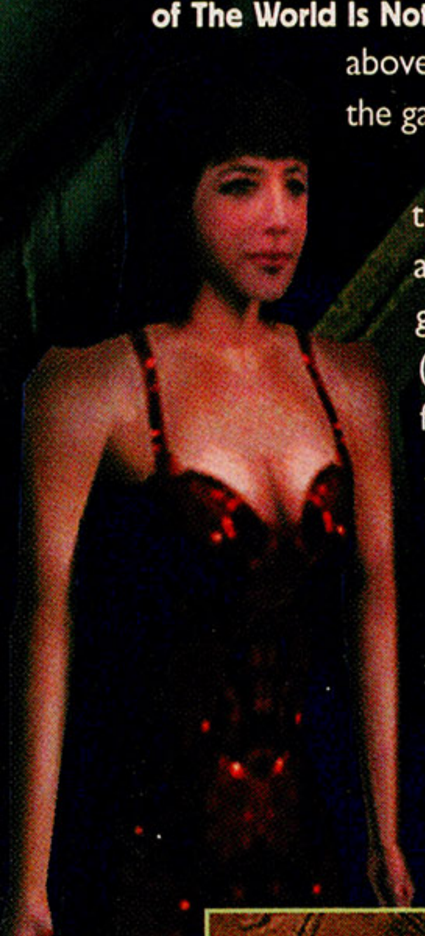
While the controller's button scheme is fine—it effectively paraphrases that of your standard shooters, such as Medal of Honor Underground—moving Bond around will make you feel like you're roller-skating. Obviously, if you're slipping and sliding helplessly across an alleyway, you'll have a hard time taking out the sniper above, and, because you're gliding when you should be walking, the game's pace sometimes becomes too frenetic to be fun.

PROTIP: In Courier, shoot out the surveillance cameras quickly to avoid being attacked by swarms of bad guys.



PROTIP: After discovering the hidden office in Courier, use your fingerprint scanner on this thermos to obtain the prints to enter Lachaise's office.

Visually, The World Is Not Enough is a bit blocky, but the overall effect is augmented by more than 20 minutes of actual footage from the film. The sounds are very nice, with good background music, weapon effects, and voice-overs (John Cleese, "R" from the film, recorded lines specifically for the game).



Bonds Away!

If you're out for more action after Medal of Honor Underground, The World Is Not Enough, though a step down, should satisfy your craving for espionage and firefights; but if you're lusting for a truly great game in which suspense and action make for a perfect union, you may be a bit disappointed.

GRAPHICS 4.0

Choppy, but occasionally impressive. Well-chosen cut-scenes from the film help create the appropriate Bond atmosphere, but a weakened frame rate when the action is intense takes away from that same ambiance.

SOUND 4.5

Very nice all-around audio, from the credit-card lock-pick to the voice-overs (lifted from the film in some instances) to the subtle-but-effective background music.

CONTROL 3.5

It's Bond on roller-skates as you aim and maneuver, which can be frustrating and unrealistic enough to damage the game's Fun Factor.

FUN FACTOR 4.0

A good game containing lots of weapons and a fair amount of thrills, but it also includes some visual and control glitches.

◀ **PROTIP: During Night Watch, if you have to use your tranquilizer gun, be sure to wait till your enemy comes to, then knock him out for good with your fists.**

PROTIP: In Masquerade, turn out the lights, switch to your night goggles, crouch down, wait for the guards to separate as shown here, then move past them and use your security card to enter the security area.

PROTIP: When playing Blackjack during Russian Roulette (yes, this game contains virtual gambling, though it is rated only Teen by the ESRB), you'll generally win the first few, so bet it all and early.

CREATE YOUR OWN LEGEND

Hawk's back. And this time he's brought new pros (Caballero, Koston, Mullen), new tricks (Bluntslides, BS/FS Noseslides + Tailslides, Hurricanes, Heelflip Varials, Melon Grabs, Airwalks, Judos, etc.) and new technology (Real-Time Skatepark Editor, Create-A-Skater). Build a skatepark in your house. Then shred it (the park, not the house). Build your own pro (mullet or not, you decide). Then compete against the real ones. You'll also find sick new terrain, insane videos and a Career Mode where you earn cash money to move up in the rankings. THPS2, taking you to levels that were once reserved for mere legends.

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TEEN T CONTENT RATED BY ESRB — Mild Animated Violence, Mild Language

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BY FOUR-EYED DRAGON

- Published by Sony
- $39.99
- Available November
- Adventure
- 1 player

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.5	5.0	5.0

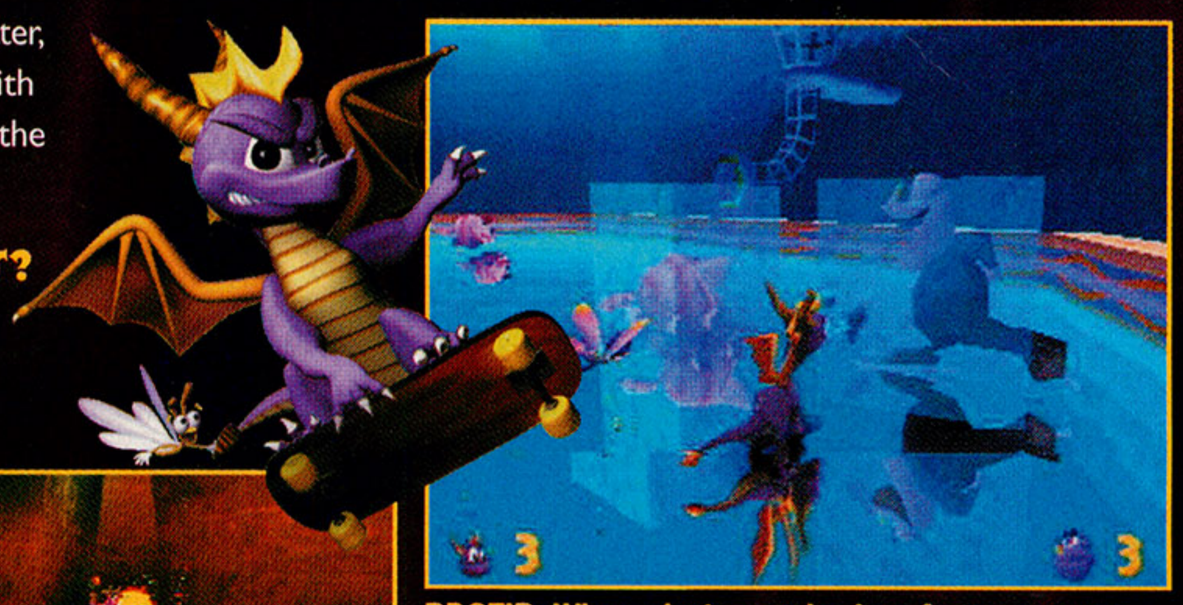
SPYRO Year of the Dragon

THE PURPLE SAVIOR of the dragon kingdom is once again called upon to help his world. This time, Spyro's adventure is bigger and better, combining fantastic features with fun gameplay. This is definitely the Year of the Dragon!

HOW DO YOU LIKE YOUR EGGS?

Evil cronies from the Forgotten World have stolen the precious dragon eggs, and it's up to Spyro to retrieve them. You'll travel to five humongous worlds that are split up into smaller areas—as in previous Spyro games—and try to find all of the 148 stolen eggs by solving puzzles, defeating big baddies, and winning various challenging mini-games. In fact, like its predecessor, Year of the Dragon has tons of fun, whimsical mini-games—including a skateboarding competition, a boxing event, and much more—which create great diversions from playing the actual game.

Even better, this newest Spyro enables you to play as four other characters. To help Spyro find the missing eggs, you'll now be able to guide a high-jumping kangaroo, a flying penguin armed with homing missiles, a strong Yeti, and a monkey that shoots a laser gun. As with Spyro, it's easy to learn to control all of these comical characters—each with its own special attacks—and execute moves.



PROTIP: When attacking enemies with missiles, keep Sgt. Byrd at a distance so he won't get hurt–his missiles will go straight to the target if he's pointing in the general direction.

PROTIP: When playing cat hockey, freeze your opponent so he'll be unable to score any goals.

PROTIP: The surrounding lava is the only fire that will hurt Buzz. Butt heads with him until he falls into the lava, then let Sheila do her part.

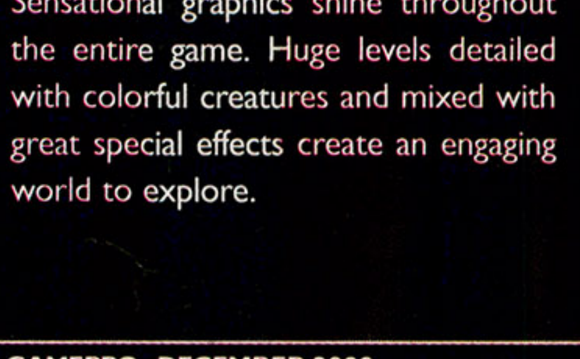
THERE'S NOTHING MYTHIC ABOUT THIS DRAGON

Spyro's visuals look much like Spyro 2's—which are just fantastic. You'll explore colorful lands, ward off vividly detailed creatures, and enjoy slick special effects, like the flames shooting from the young dragon's mouth. Additionally, the worlds are huge and well designed, offering extremely diverse environments.

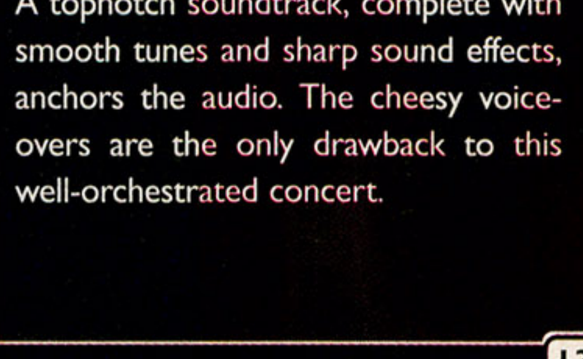
The audio is just as impressive. Inspiring, yet subtle, tunes play in the background, and the sound effects chime in perfectly with the game's ambiance. The kiddy voice-overs, however, could've been made less annoying.

A YEAR TO REMEMBER

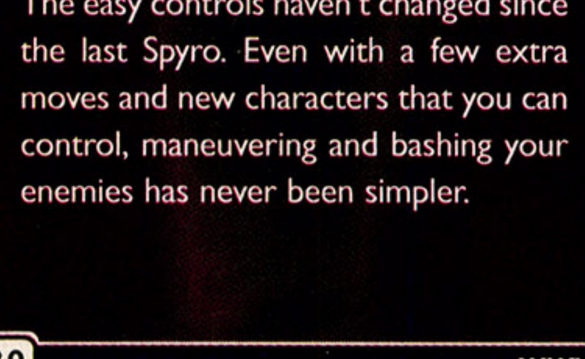
Both fans and newbies to this dragon sensation won't be disappointed with its familiar gameplay and fun new features. The Year of the Dragon is far from over—in fact, it's just getting started.



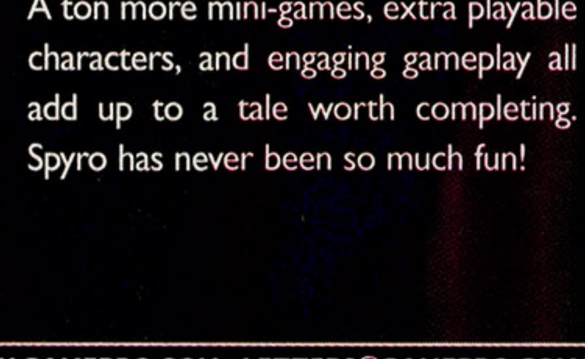
PROTIP: When helping the firefly twins, always stay in front of them to see where they go. Wandering off to pound the stones and mushrooms won't help.



PROTIP: On Time Attack at Country Speedway, it's faster to charge and crumple the tractors on the road than to fly and blow flames at them.



PROTIP: At Evening Lake Home, travel into the mouth of this white whale to find a dragon's egg.



PROTIP: When protecting Nancy from the vicious hockey players, follow her closely instead of wandering around the ice to burn the baddies.

GRAPHICS 5.0

Sensational graphics shine throughout the entire game. Huge levels detailed with colorful creatures and mixed with great special effects create an engaging world to explore.

SOUND 4.5

A topnotch soundtrack, complete with smooth tunes and sharp sound effects, anchors the audio. The cheesy voice-overs are the only drawback to this well-orchestrated concert.

CONTROL 5.0

The easy controls haven't changed since the last Spyro. Even with a few extra moves and new characters that you can control, maneuvering and bashing your enemies has never been simpler.

FUN FACTOR 5.0

A ton more mini-games, extra playable characters, and engaging gameplay all add up to a tale worth completing. Spyro has never been so much fun!

PLAYSTATION PROREVIEWS

BY DR. ZOMBIE

- Published by Sony
- $39.99
- Available now
- Snow-boarding
- 2 players

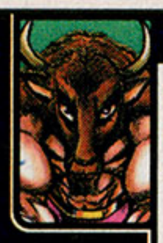
EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.0

THE ANNUAL SNOWFALL heralds the latest release of Sony's long-running snowboarding series in Cool Boarders 2001. New features—including the Pro Challenge mode against super-pros (like Todd Richards), over 20 new open courses with more branching options, new tricks and special moves, and a detailed player customization feature—lock you in for high-speed thrills and inevitable spills. Sharp graphics create a believable sense of speed, though occasional pop-up and flattened objects, such as trees and boulders, detract from a higher visual score. The analog controls deliver excellent control, while vibration effects accurately mimic the varied terrain. The most fun comes from the various trick modes where you can experience infinite variations of flips, twists, and grabs. Cool Boarders 2001 delivers solid snowboarding fun, yet it's pretty much the same experience as the previous edition. First-timers should buy it, while returning pros should rent it for the new courses and features.

PROTIP: Keep centered going downhill. Miss up to three gates in favor of staying on course.

PROTIP: Initiate a move prior to launch for maximum air time to pull off your stunts.



BY TWO-BARREL FUGUE

- Published by 3DO
- $39.99
- Available now
- Shooting
- 2 players

TEEN T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	2.5	3.0	3.0

PROTIP: Don't be afraid to blow up your own base structures—even gun towers if you're in no danger of attack. You may find weapons and armor.

ARMY MEN AIR ATTACK 2

THE PREMISE ISN'T bad, but the delivery of Army Men: Air Attack 2, could've been much better. The story line, supported by nicely rendered FMVs, is engaging, yet the ground gained is soon surrendered by the gameplay's poor execution.

Controlling your helicopter isn't difficult; in fact, it's too easy. You have no ability to move vertically, and, since you and your enemies automatically lock onto targets, nary a shot goes astray. Unfortunately, you have only the firepower that you manage to scavenge with your winch, while the Tan Army has hordes of forces to throw at you. With only one continue per level and a sparse distribution of armor and weapon upgrades, death comes quickly.

Packaged with mediocre graphics and underwhelming sound, Army Men: Air Attack 2 isn't terrible, but it can't come close to those long summer days when all you needed was a sandbox and a little imagination.

PROTIP: Remember the locations of these portals (they're green when inactive). When word comes of an attack on your own forces, fly back to stem the tide of Tan armament.

PlayStation 2

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RATING PENDING RP

This title is not yet approved by Sony Computer

CRASH BASH

BY MISS SPELL

- Published by Sony
- $39.99
- Available November
- Party game/ mini-games
- 4 players

ESRB: E — EVERYONE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.0

CRASH BASH SHOWS that Sony knows how to do PlayStation party games right...mostly. Similar to Mario Party, Crash Bash offers 28 mini-games that vary wildly in control and fun, making this a hard game to pin down.

PLAYED THAT GAME BEFORE?

Crash Bash's mini-games fall into certain categories, or arenas. The Tank arenas, in which you drop mines and shoot missiles from mini-tanks, are a nod to Bomberman, but are poorly executed: The playing grid is too small, and it's almost impossible to avoid being hit.

Konami's cult hit Poy Poy is the influence for the crate-hurling Bash arenas, which are amusing, but the controls are too touchy. The jewel in the crown is the series of Ball arenas—featuring new variations on four-player Pong—which deliver pure, frenetic fun. The responsive controls enable you to develop a nice finesse touch while playing this creative remake of Atari's Warlords.

PROTIP: In Bash arenas, kick crates into the nitros when opponents are near them.

PROTIP: In Ball arenas, tap □ to deflect multiple balls before they touch your craft.

PROTIP: In Pogo arenas, to stop opponents from scoring too much, get all crates as soon as you can regardless of how many squares you have lit up.

BASH AWAY

Crash Bash offers three ways to play. In addition to fighting the bosses, Adventure mode lets you unlock arenas that can then be played in the other two modes. Battle mode is great for a quick fix, and Tournament mode takes you through four variations of each arena, where the first player to win three rounds receives the cup.

The game's cheerily upbeat music and comical sound effects are fitting, but can become grating. Candy-colored graphics and smooth animation (no pop-up here!) draw you in to the cartoon-inspired worlds.

In short, Crash Bash offers a nice buffet: Some items won't be to your taste, while others will keep you and your friends coming back for more.

PROTIP: In Beach Ball, use the magnet to collect multiple balls and shoot them at two enemies at once.

Dave Mirra freestyle BMX

BY LAMCHOP

- Published by Acclaim
- $39.99
- Available now
- Biking
- 2 players

ESRB: E — EVERYONE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	4.5	4.5

THE MAN WHO pulled off the first double backflip in X Games bike-stunt history has put his name on an impressive game. While it doesn't break any new ground, Dave Mirra Freestyle BMX is a fun time that will have you grinding for hours.

PROTIP: In Dave's backyard lot, forget the tiny hills and hit the half-pipe for high scores.

GRAB YOUR HELMET

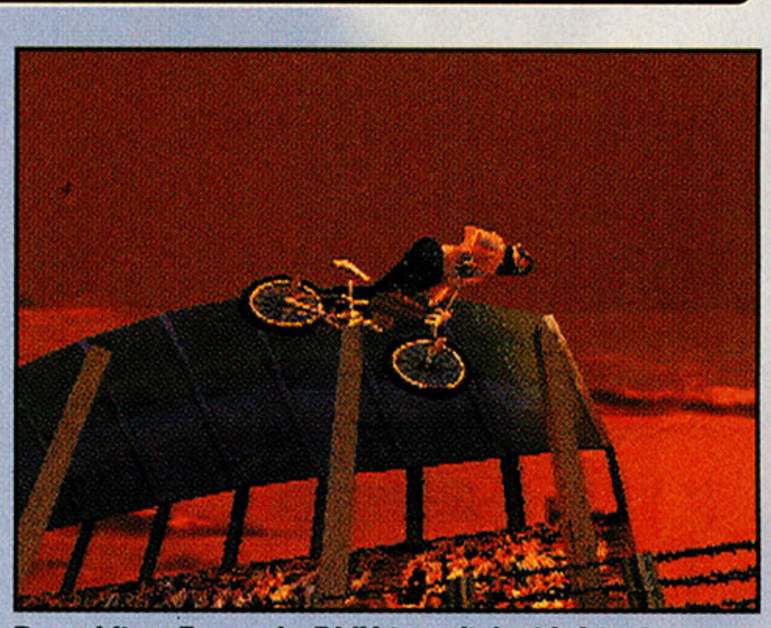
You start off with a simple dirt bike in a lot behind Dave's house as one of eight pros, such as Mirra, Mike Laird, and Joey Garcia. You then start busting stunts for points, completing challenges, and catching air in several modes, including Freeride, ProQuest, and Session. Eventually, you'll unlock new bikes, uniforms (complete with sponsor decals), and up to 12 environments, like the San Jose Ramp Club and Camp Woodward's famous Lot 8.

MIRACLE BOY

Fans of that other extreme sport will immediately recognize the similarities to Tony Hawk in the controls—but they work well. Using a combination of the directional pad, a stunt button, and a modifier button, busting out tricks without scrubbing was easy (there's even a list of moves).

The soundtrack is second to none with laid-back grunge sounds (featuring big artists such as Sublime, Cypress Hill, Pennywise, and others) that are perfect for BMX grinding. The motion-captures by Mirra yield smooth animations, and, aside from minor clipping, the graphics are solid all around, featuring a great cinema-type replay camera.

While Tony Hawk fans may jeer at the blatant copycat approach, BMX stunt fans will applaud this fun game.



Dave Mirra Freestyle BMX is stylin' with big-time gameplay.

PROTIP: The fourth electric box behind Dave's house is in the corner next to the electric fence.

PROTIP: You can catch the most air on the Titanic level with its huge half-pipes. Use it to practice tough tricks.

RESIDENT EVIL SURVIVOR

BY MAJOR MIKE

- Published by Capcom
- $29.99
- Available now
- Shooter
- 1 player

MATURE M — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	3.0	2.0

THE RESIDENT EVIL series tries to tell a side-story via a first-person shooter, but with disastrous results. As the last human survivor in a city overrun by monsters and other mutants, you collect weapons and other items during your escape, which is much less exciting than it sounds.

Survivor fails on almost every level. From the lame, unappealing story and the clumsy first-person shooter interface to laughable monsters, even rabid fans of the RE series will squirm through this one. Furthermore, the game isn't scary or suspenseful; its only saving grace is the existence of a few narrative elements that support the ongoing story of other "real" RE games.

Don't be fooled by this one: Take "Resident Evil" out of the title, and all you have left (besides the name of a hit TV show) is a below-average corridor shooter. The scariest thing about this game is how awful it is.

◀ PROTIP: To defeat Tyrant during the final battle, feed him a steady diet of flame rounds from the grenade launcher.

PROTIP: You can quickly defeat Lickers by shooting them out of the air as they lunge toward you, then hitting them with additional shots once they're on the ground.

Danger Girl

BY JAKE THE SNAKE

- Published by THQ
- $29.99
- Available now
- Third-person shooter
- 1 player

TEEN T — CONTENT RATED BY ESRB

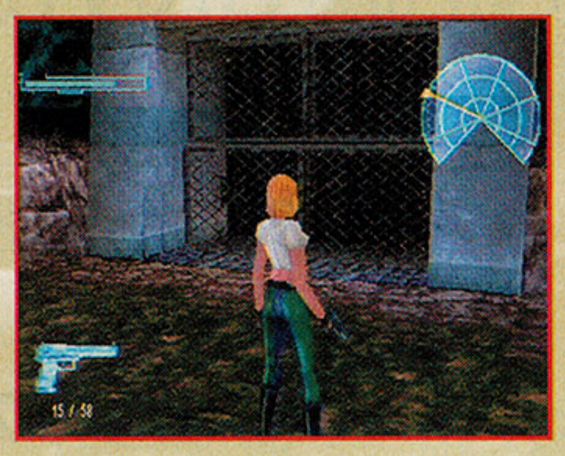
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	4.0	3.0	3.0

LIKE ITS ILLUSTRATED inspiration, Danger Girl is full of cheeky, fast-paced action, complete with badass weapons, evil villains, and cool spy gadgets. But its nauseatingly choppy frame rate, maddening controls (which make it extremely difficult to prevail in tight situations), and lack of an in-game save option combine to make Danger Girl a frustrating, controller-throwing experience.

On each of the 12 missions, you control one of three Danger Girls—Abbey Chase, Sydney Savage, and newcomer J.C.—from a third-person perspective, while receiving directions from your boss, Deuce, a gray-bearded Sean Connery clone. The voice-acting is strong, and the environments are nicely detailed. The controls, however, are only partially configurable, and the moving and aiming control scheme is downright clumsy at times, something which isn't helped by the game's choppy graphics. You'll often get nailed by enemies whom the auto-targeting won't let you shoot.

A moderately fun game despite its faults, Danger Girl will appeal only to those who love all things *Danger Girl* or all third-person shooters.

PROTIP: To reach the bomb on top of this tank, go back one room, climb up and over the roof, and jump to the tank.



◀ PROTIP: When you reach this point on the first level, use your night-vision goggles, then shoot the boxes on the wall to clear your path.

"Oh my God, they killed Lenny!!!"

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As the grumpidy Grinch, your **mission** is clear.

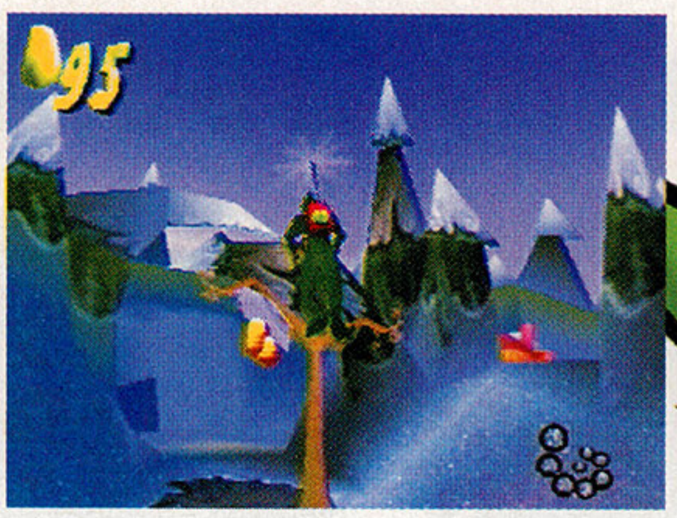
To **Slime**, Stomp and Smash everything far and near.

With Gizmos and **Gadgets**, a heart that's too small

Disrupt all in **Whoville**, from short Whos to tall.

And why should your grinchity ways bring such **pride**?

For that warm, **fuzzy** feeling it gives you inside.



EVERYONE E CONTENT RATED BY ESRB — Comic Mischief

Dreamcast™ GAME BOY COLOR PlayStation® PC CD ROM A2M Artificial Mind + Movement

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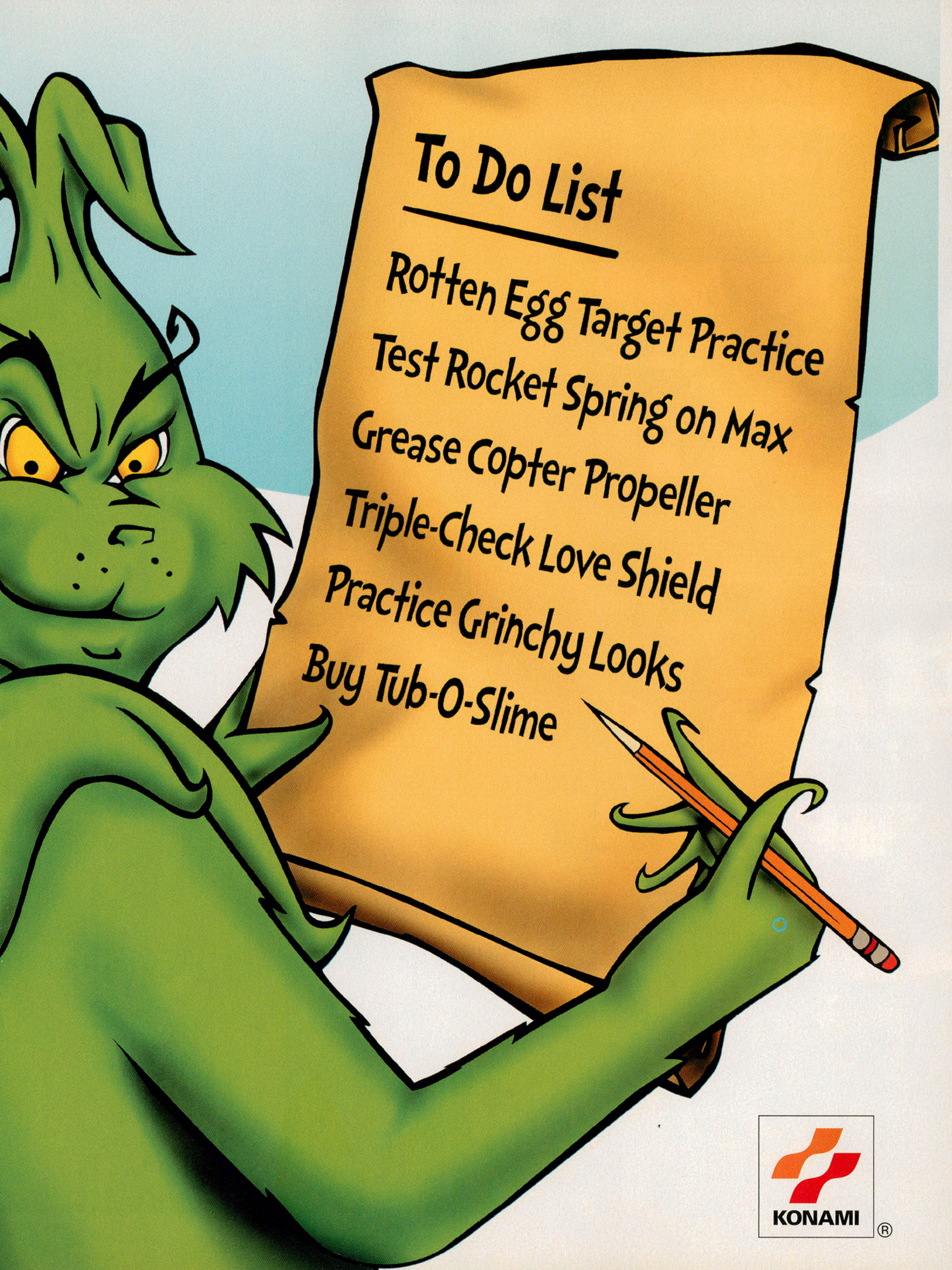
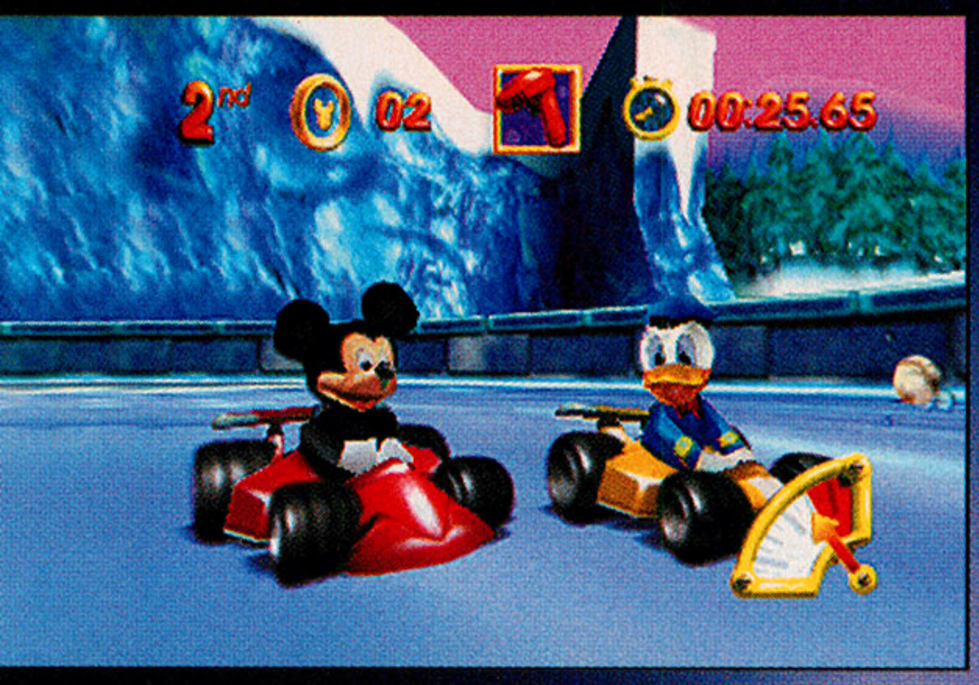

To Do List
Rotten Egg Target Practice
Test Rocket Spring on Max
Grease Copter Propeller
Triple-Check Love Shield
Practice Grinchy Looks
Buy Tub-O-Slime

KONAMI®

MICKEY'S SPEEDWAY USA



Okay, aerodynamic he's not.

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www.nintendo.com

But Mickey and his friends still tear it up with 4-player action and 16 magical tracks.

WWF No Mercy

BY LAMCHOP

- Published by THQ
- $59.99
- Available now
- Wrestling
- 4 players

RATING PENDING RP

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	5.0	5.0

WHAT DO YOU get when you take the number one wrestling game for the N64 and slap in new matches, backstage areas, and new wrestlers? A game that's bigger than even Kurt Angle's ego! WWF No Mercy reigns as the new heavyweight champion of N64 wrestlers—it's true, it's true.

Mamacita!

No Mercy features over 65 of the hottest WWF superstars, including the Rock, the American Bad Ass Undertaker, Stephanie McMahon, Kurt Angle, and plenty others. You can piledrive into several modes and matches, including singles, tag-team, three-way, the fearsome cage match, and an all-new ladder match. If that's not enough, you also have 10 backstage areas to brawl in, like the Acolytes' barroom, the locker room, and more. On your way to WrestleMania, a new story line awaits you in Championship mode. Plus, you can play either as a WWF star or you can make your own brawler in create-a-wrestler mode, earning cash to buy moves and outfits in SmackDown mall.

WWF No Mercy slams the N64 competition with great features and awesome gameplay.

PROTIP: Piledrive or bodyslam your opponent through the tables in the back areas for extra damage.

PROTIP: In tag team matches, force your opponent into your corner where your partner can help out.

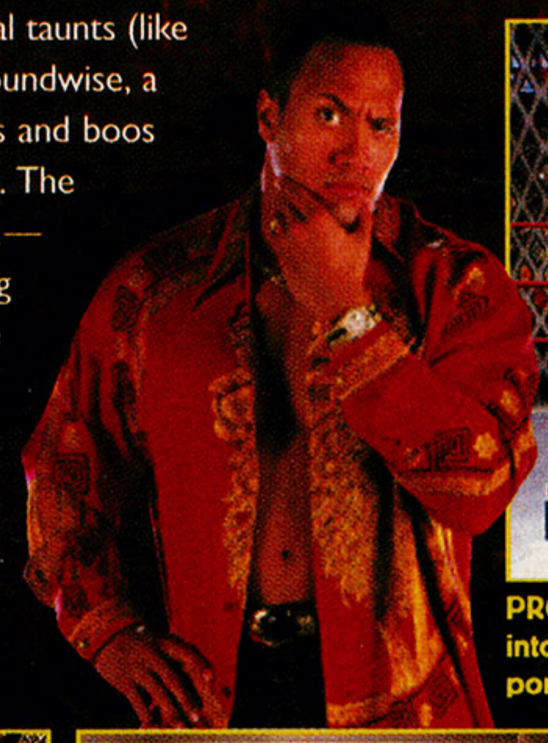
It Doesn't Matter What Your Name Is

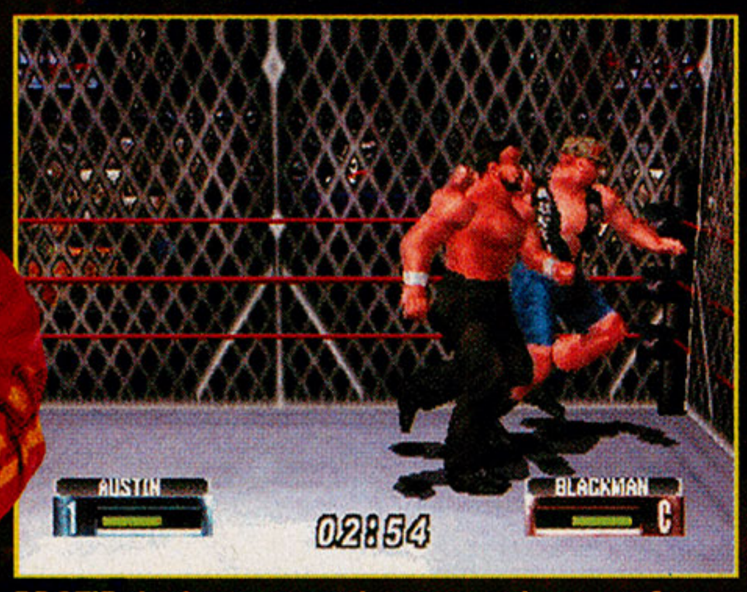
Technically, No Mercy is a revamp of WrestleMania 2000, and veterans will recognize its familiar gameplay and easy-to-use controls once the action gets going. You can easily grab your opponent to pull off a move, or you can just punch and kick to knock him down using the directional pad and buttons. But, with the addition of new backstage areas, new matches, and updated wrestlers, No Mercy feels like a new game. Tables break when you bodyslam your foe onto them, tag-team members perform double moves (like the Dudleys' 3D Deathdrop), and the ladder match adds another level to an already hefty contender.

And That's the Bottom Line

Graphically, No Mercy upgrades to a more photo-realistic audience, and the wrestlers, despite being a little blocky, are accurately rendered. Each wrestler has his own brief intro music and video (fuzzy cut-scenes) as they strut to the ring, and each has their own special taunts (like Stone Cold's two-finger salute). Soundwise, a techno-beat plays while the cheers and boos of the crowd egg the wrestlers on. The one thing missing is the smack talk—you'll have to contend with reading generic text dialogue to follow the story line.

Despite its minor flaws, you won't find a better wrestling game on the Nintendo 64. And that is the bottom line, 'cuz *GamePro* said so.





PROTIP: In the cage match, you can slam your foes into the walls of the cage to knock them out temporarily.

PROTIP: Use the ladder in the ladder match–knock 'em out with it, then set it up and reach for the belt.

PROTIP: Look for weapon stashes in the crowd or in the background of backstage areas.

PROTIP: You can throw weapons, too! Hit your enemy at a distance to knock him down.

GRAPHICS 4.5

Each wrestler looks, moves, and taunts just like the real deal, while a photo-realistic audience leers in the background. Although the wrestlers are rendered nicely, they still look a bit blocky.

SOUND 4.0

The audience cheers their favorite wrestlers to the ring during short clips of authentic entrance music and video. A techno beat keeps the action going in the ring, but that's the extent of it—the game has no wrestler voices or commentary to brag about.

CONTROL 5.0

Learning the controls is as simple as a rake to the eyes. You'll use the combination of the directional pad and buttons to punch/kick or grab to pull off a move, while the analog stick is delegated to taunting.

FUN FACTOR 5.0

Meet the new heavyweight champion wrestler for the N64! With an onslaught of brawlers, multiple play modes, and a solid create-a-wrestler feature, No Mercy will have you grappling for days on end. It's a definite must-have for wrestling fans.

MIDWAY
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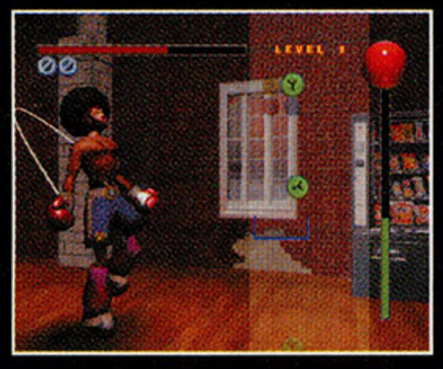
AFRO

Sometimes being the best means having to spend a whole lot on Afro Sheen.

Uh huh. That's right. The King of the Ring, Afro Thunder, returns with more style, moves, taunts and punishing soul. Plus a spectrum of new features await like 13 outrageous new boxers including 5 special characters and 10 returning contenders. It's intense, over-the-top boxing action. Come on. I know you feel it now. Let's Get Ready To Rumble®.

READY 2 RUMBLE BOXING ROUND 2



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NINTENDO 64

Dreamcast™

TEEN T CONTENT RATED BY ESRB — Animated Violence, Suggestive Themes

Available at SEARS Electronics Department

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*Screen shots taken from PlayStation 2

BY LAMCHOP

- Published by Electronic Arts
- $49.99
- Available November
- Wrestling
- 2 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.5	4.0	3.5

IF YOU'RE A big wrestling fan, you know the action isn't limited to the ring. WCW Backstage Assault takes it to the next level by doing away with the ring completely, offering gamers a chance to battle it out backstage. It's a neat idea, but the novelty wears off fairly quickly and, in the end, you'll feel just a little bit ripped off.

THE CHOSEN ONE

Backstage Assault features over 50 WCW superstars including Goldberg, Mona, Sting, and Jeff Jarrett sporting their signature moves. You can also construct your own wrestler in the Create-a-Superstar mode.

Gamers will pick fights in seven backstage areas (truck arena, media center, bathrooms, locker rooms, loading bay, the block, and parking garage) that are filled with weapons galore. In the career Hardcore Challenge mode, gamers will unlock a new backstage area with each victory until they get all seven arenas.

PROTIP: You can set your wrestlers on fire by Irish-whipping them into the fiery drums for extra damage.

Sinks and mirrors and urinals, oh my! Anything goes in Backstage Assault.

THAT STINGS

Initially, you'll thrill with every crate, mirror, or iron pipe that smashes over your opponent's head. But after you unlock all the areas, the action will start to feel repetitive—you can enjoy someone getting smashed with a urinal only so many times.

The controls are simple to use: kick, punch, grab to do a move, or pick up a weapon. The graphics do a good job of rendering the superstars, though they could use more detail. The bright spot is the commentary of Tony Schiavone, Bobby "The Brain" Heenan, and "Mean" Gene Okerlund, whose sly remarks really flow with the action.

If you're a WCW fan, Backstage Assault is a good addition to your collection. Others should just rent it for a weekend.

PROTIP: The higher you get, the more damage your opponent takes when you deliver the blow.

PROTIP: The best way to knock your opponent down is to do a running attack.

BY MISS SPELL

- Published by Nintendo
- $49.99
- Available now
- Puzzle
- 2 players

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	5.0	4.5

YA GOTTA HAND it to Nintendo: They discovered the phenomenon that is Pokémon, turned it into a juggernaut, and are continuing the success by putting out solidly entertaining, if not original, games like Pokémon Puzzle League.

SOLID AS A BROCK

PPL is built on the Tetris Attacks engine where the player switches blocks two at a time to create combos and chains to clear the screen. However, Nintendo has done an incredible job of integrating the TV show's characters and tournament structure into the gameplay, offering a deep level of detail that serious fans will appreciate. The game's menu is even set up as a Pokémon village, including two stadiums and a Pokémon Center for statistics.

The variety of gameplay options includes two tutorial paths: Professor Oak's Lab and Mimic Mansion. The Puzzle University looks simple, but quickly evolves into a brain-teaser—you must clear the screen in a limited number of moves. Team Rocket appears in Spa Service, which can be played in both one- and two-player mode. The 3D gameplay mode, which arranges the puzzle around a cylinder, is the Puzzle League's main innovation.

Through it all, sharp controls handle the game's simple tasks perfectly. The coma-inducing music seems intended to keep players calm and quiet—sedated, even. Lush and colorful graphics mimic the look and feel of the TV cartoon, including a full-motion video introduction.

PROTIP: Slide blocks while chain reactions occur to make longer chains.

PROTIP: Fight off Jesse and James by getting your blocks below the clear line.

PROTIP: Keep looking through the 3D puzzles to make sure you aren't in danger.

JIGGLYPUZZLE

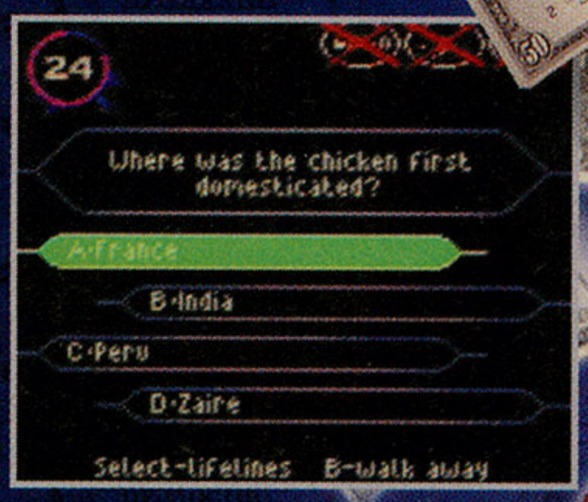
Puzzle League is designed for young gamers, encouraging creative problem-solving—something parents will love. Older puzzle fans who have a high Jigglypuff tolerance will also enjoy this well-structured offering.

THE FINAL ANSWER FOR FUN ON THE RUN

Now you can take all of the excitement of the top-rated TV game show, WHO WANTS TO BE A MILLIONAIRE, with you anywhere.

600 challenging questions

Play against your friends in a "Fastest Finger Round"



Use all 3 lifelines–Ask the Audience, Phone a Friend, or 50/50

Become a virtual millionaire

EVERYONE E CONTENT RATED BY ESRB

GAME BOY COLOR

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BANJO-TOOIE™

Banjo and Kazooie are back, and

for the first time ever they can separate

as they tackle wild new worlds.

ONLY FOR

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Sometimes you need

EVERYONE
E
CONTENT RATED BY ESRB

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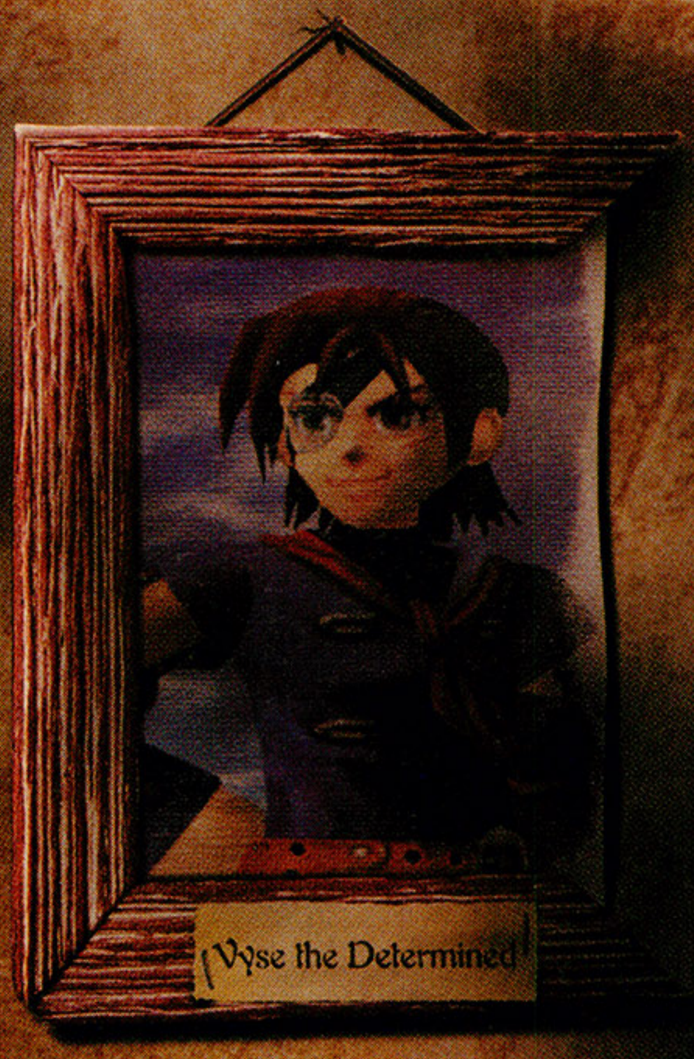
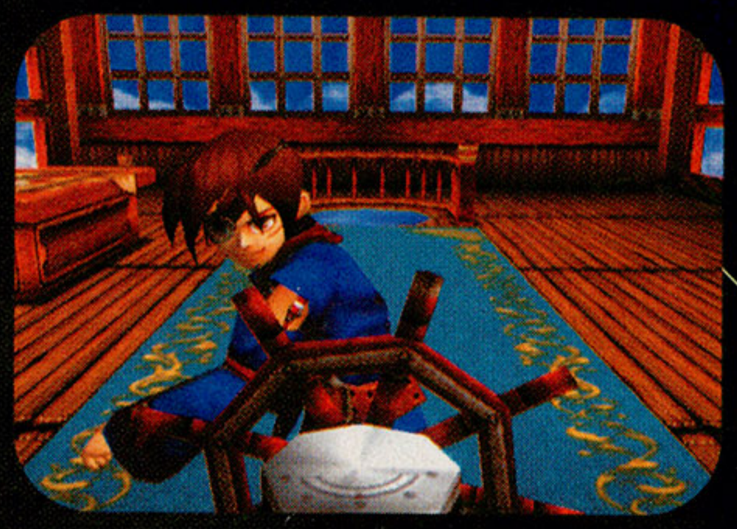
to split up to get the job done.

Yes, you can change your reputation.



SKIES OF ARCADIA

No, you can't change your clothes.



You're Vyse, a Blue Rogue pirate. And a well-known ninny. Which sucks. So sail the vast 3D sky in your killer airship. Discover unchartered floating islands. Fight evil pirates. With 70 weapons and 36 magic skills, you'll kick ass by the boatload. You'll be captain of your own ship with 22 crew members. You'll conquer the enemy nation. Then everyone will respect you and call you Vyse the Legend. Which rocks. Unless you don't fight. Then you're just a wuss.

Dreamcast™

RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
CONTENT RATED BY ESRB

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BY UNCLE DUST

- Published by Capcom
- $44.99
- Available November
- Fighting
- 2 players

ESRB: TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.5

CAPCOM® VS. SNK®

WITH A SOLID cast of fighters, including 16 who have never appeared in a Capcom game before, Capcom vs. SNK blends the two companies' legendary series of fighting games into one awesome 2D brawler.

Fight for Your Favorite

Evolving side-by-side in arcades for years, the fighters of Capcom and SNK finally merge in a battle to see who is the true king of fighters. In fact, Capcom has accomplished the tough job of melding the two styles of the respective fighting games, creating a blended fighting engine which allows players to enjoy the best of both worlds.

Impressive effects and terrific 2D graphics make Capcom vs. SNK a visual pinnacle for the classic fighting genre.

You select either an SNK or Capcom Groove, which means they're able to power up and use their super moves like in the Street Fighter Alpha or King of Fighters series. Fighters are also rated on a scale of one to three, and you build teams that tally up to four. This works well, but if you have a favorite character who's ranked a one—like Blanka or Sakura—you'll have a distinct advantage adding them to your team (for a complete strategic rundown on the game, see The Fighter's Edge section in this issue).

The Beauty of 2D

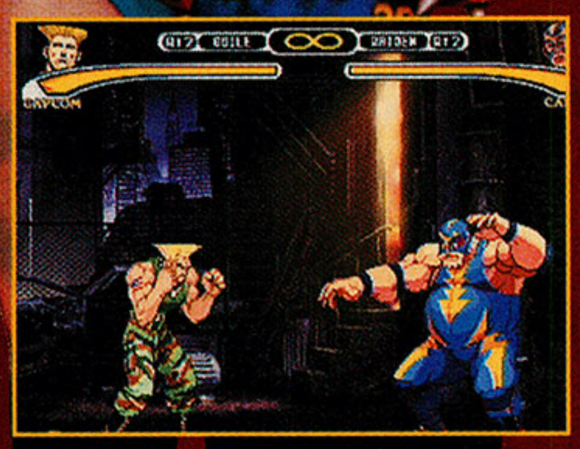
Capcom vs. SNK is as graphically impressive as a 2D fighter can be. The Capcom character design is still classic-looking (like good old Street Fighter II), yet the animation is as intricate and fluid as ever. As for the SNK characters, it's a huge step up from their last Dreamcast appearance, King of Fighters Dream Match 1999. The special effects are gorgeous—from background lighting effects to flaming special moves—blending perfectly with the sprite graphics.

The four-button control scheme works well for both sets of fighters (since Street Fighters used it recently in Marvel vs. Capcom 2). The triggers are defaulted as double-kick or -punch buttons for specials, but veteran gamers will probably prefer to set them to taunt. The characters' moves have been changed slightly on both sides, but more noticeably with SNK characters, and those familiar with KOFDM99 may stumble a bit at first. Once you unlock the Extra versions of all characters (which offer slightly different moves and control schemes), you should find the controls to your liking.

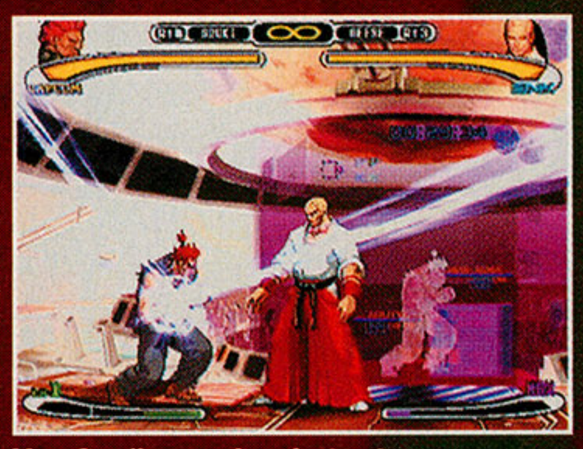
Fight of the Millennium?

It was a long time in coming, but Capcom vs. SNK is definitely worth the wait. It has plenty of secrets to unlock (hidden characters, levels, and play modes) to keep you playing solo for hours. The only noticeable flaw in this gem is the relatively small 33-character lineup.

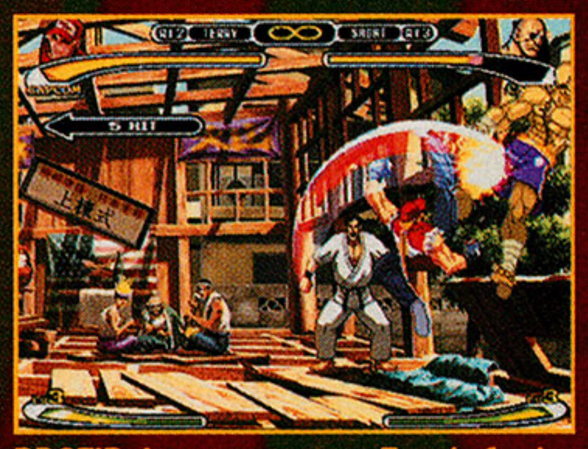
Thirty-three playable characters (after you unlock the five secret ones) is nothing to scoff at, but what about Joe Higashi, Leona, Athena, Andy Bogard, and more variety from the Capcom library?



PROTIP: To unlock secrets the cheap way, start a battle in Training mode, leave it on overnight, then quit the next morning for megapoints.



You finally get the choice in one game: SNK or Capcom, which Groove rocks your world?



PROTIP: In a corner trap, Terry's Crack Shot (motion ↓ ↙ ← K) is a good way to add another hit to punch combos or super moves.

PROTIP: Blanka's spinning attack flies right over many of the SNK characters' projectile attacks, making him a very useful character.

PROTIP: When attacking with Chun Li, jump in deep with a kick, then move to low kicks, then two-in-one charge ↓, motion ↑ HK for some real pressure.

GRAPHICS 4.5

The game's excellent character design and smooth animation blend perfectly with the cool 2D backgrounds and impressive visual and lighting effects. The finest visuals in a 2D sprite-based fighter on any system.

SOUND 4.0

The audio is standard fighting game fare, featuring the familiar sounds of attacks and the cries of battling characters. The music is a little more techno-edged than usual, but not bad.

CONTROL 4.5

Capcom did a masterful job of combining two unique fighting styles into one game. Fans of both SNK and Capcom styles should feel right at home with the responsive controls.

FUN FACTOR 4.5

Capcom vs. SNK is an all-around knockout game: It's a must for SNK fans and has plenty of fresh meat for Capcom regulars. It would've been perfect with more fighters—but that's what sequels are for.

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You are earth's only chance for survival against an alien invasion. Join the Animorphs and feel their morphing power as you confront the evil Yeerks. With your help, the Animorphs can win this battle.

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SILENT SCOPE

BY JAKE THE SNAKE

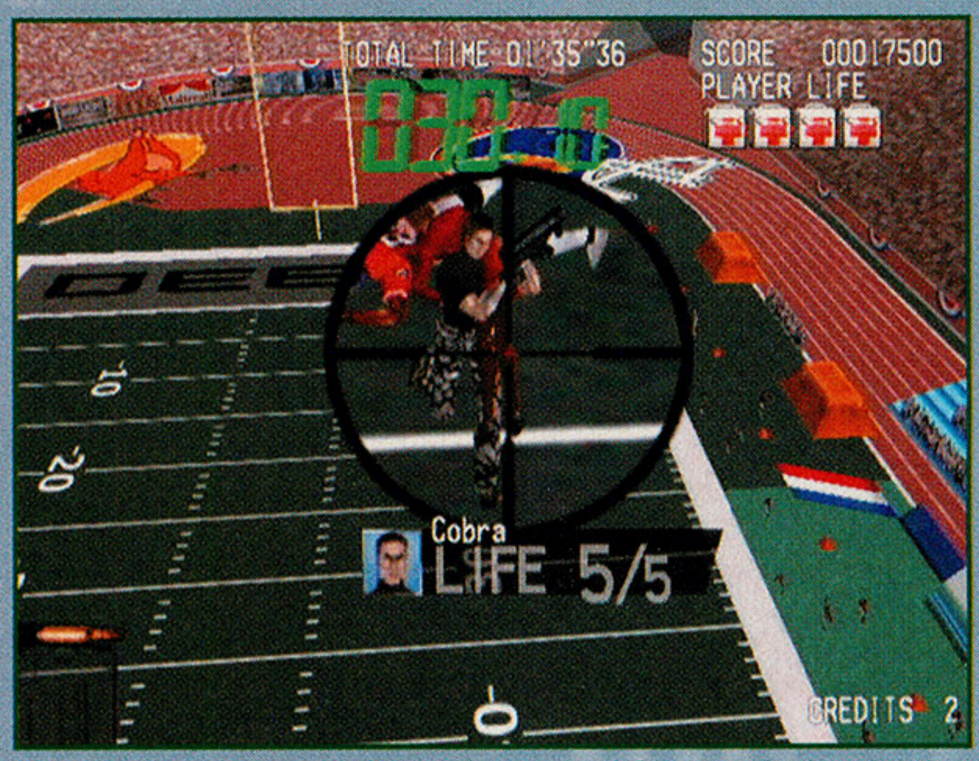
- Published by Konami
- $39.99
- Available now
- Shooting
- 1 player

MATURE M

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.5

A PERFECT CONVERSION of the arcade shooting title, Silent Scope for the Dreamcast pegs a direct hit—even without the sniper-rifle peripheral that made the arcade version so unique. Although you'll quickly finish the arcade-style Story mode (now that you don't need quarters to keep playing), even casual fans of the genre should lock and load Silent Scope for some action-packed trigger time.

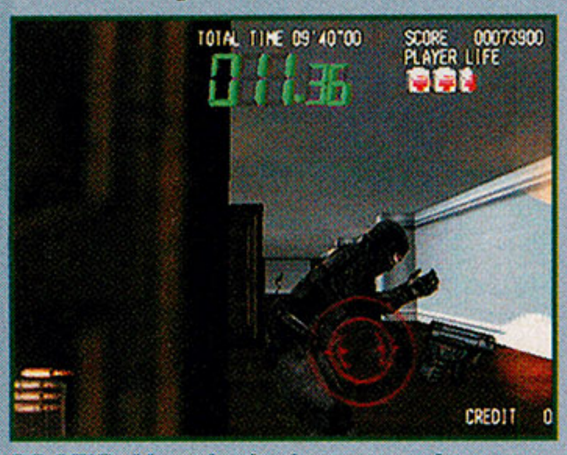
PROTIP: Use the analog stick to move your cursor quickly. Use the digital pad for precise aiming.



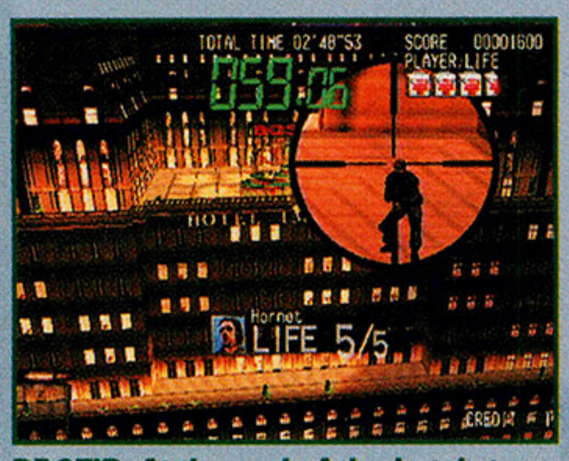
PROTIP: If you're not confident you can nail Cobra in the head without hitting the President's daughter, aim for his legs instead. This tactic will slow him down and maybe give you a clearer shot.

Teacheth My Hands To War...

You're a sniper in a special antiterrorist squad who must save the President and his family from kidnappers. Your missions take you to such impressively rendered locales as a city rooftop, football stadium, high-rise hotel, and huge mansion. Every shot counts: It takes precious time to reload, and missing a target warns the terrorists to seek cover.



PROTIP: You don't always need to use your scope–especially when enemies are nearby, such as inside the mansion or in the woods.



PROTIP: At the end of the hotel stage, take out the hooded terrorists before focusing on Hornet the Sniper.

Silent Scope has effective, workmanlike elements. You control only the shooting, not where your character goes. Using the analog stick or digital pad, you can easily guide the target cursor, which you can change to a zoomed-in sniper scope so you can nail baddies from afar; in fact, the graphic nature of the sniping has earned this game a Mature rating. The terrorists look good and react realistically—hit one in the leg and he'll drop to that side. While the sound effects are decent, they don't match the graphics, and the music more closely fits an '80s cop show.

...And My Fingers To Fight

The heart of the game is Story mode, where you must take out all terrorists—including a boss—within a limited time and without taking too much damage or hitting too many innocent people. Unfortunately, once you've become an accomplished shooter and learned the various level tricks and enemy patterns, it takes only about 20 minutes to finish Story mode, and there's little challenge in replaying it.

Several training courses, however, offer diverse fun, including no-missed-shots allowed, pop-up targets, and moving targets. But you should rent Silent Scope before buying to see if you'll want to keep playing after a few hours.

PROTIP: Keep an eye out for women, like this one in the pink Cadillac. Targeting–but not shooting–them gives you a bonus life.

SPAWN

BY VICIOUS SID

- Published by Capcom
- $49.99
- Available now
- Action
- 4 players

MATURE M

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	2.5	3.0

BASED ON TODD McFarlane's comic series, Spawn hops from the arcade to the Dreamcast with characters like Clown, Brimstone, Tremor, and Cogliostro. In this third-person action title, you must defeat bosses, guards, and other foes within a strict time limit. While tons of secret characters and weapons are available, Spawn's single-player game is a breeze; even the multiplayer Team and Battle Royal modes barely extend the replay value.

PROTIP: To beat tough bosses like the Gate Keeper, use your life-diminishing special attack. Always collect the red Weapon Power-Up orbs–they're crucial.

McFarlane must be proud: From the meticulously animated characters to the detailed environments, Spawn's blood-streaked visuals (hence the game's Mature rating) are wickedly faithful to its origins. Soundwise, Spawn complements the carnage with angry metal tunes and chittering gunfire. Sadly, the control scheme is hellish, as the goofy camera angles and slippery controls make it tough to track the frantic action.

Though it had plenty of promise, Spawn is ruined by its awkward controls. Ultimately, only Spawn fans and Dreamcast action buffs should rent this hindered hell-raiser.

PROTIP: The Curse is a strong character, but give his flamethrower time to build up power. Use his Rocket Launcher to knock bosses into lava.

DON'T BE AFRAID OF
THE DARK.

BE AFRAID OF
WHAT'S IN IT.

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PSExtreme

"Compelling gameplay and genuine tension set Alien Resurrection above all other FPS games."
Gamers Republic

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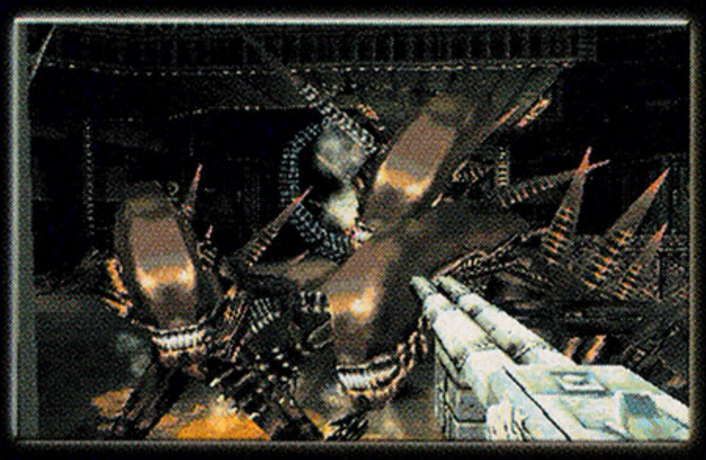

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PlayStation®

FOX INTERACTIVE

MATURE
M
CONTENT RATED BY ESRB
Animated Blood and Gore
Animated Violence

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STAR WARS EPISODE I JEDI POWER BATTLES

BY EXTREME AHAB

- Published by LucasArts
- $44.99
- Available now
- Action/ adventure
- 2 players

T (TEEN)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	4.0	4.5

JEDI POWER BATTLES has slashed its way from the PlayStation to the Dreamcast—its Force flowing with tweaks and improvements. But be warned: A more accurate title for this game might be, "Jedi Jumping Battles." JPB has less extremely frustrating platform-hopping than the original, but an important part of the newest incarnation still involves pinpoint leaping that occasionally verges on maddening. However, if you have a high tolerance for falling repeatedly to your virtual death, JPB will reward you with spectacular visuals and hours of *Star Wars* fun.

The Force is even stronger when two Jedi double-team the opposition.

You'll Wipe Them Out—All of Them

In fact, if it weren't for the leaping, gamers might blow right through these levels. Each of the five Jedi at your command—Obi-Wan, Mace Windu, Qui-Gon, Plo Koon, or Adi Gallia (and other unlockable characters)—have some spectacular moves that absolutely obliterate every peon droid within obliterating distance. Part of the fun of JPB is replaying the 10 levels with each character just to watch their combos, Force moves, and power-ups in action. For instance, when Mace Windu uses his lightsaber like a boomerang, it's a great, can't-miss sight (and perhaps a taste of things to come in *Episode II*).

JPB is a visual masterpiece, featuring a Trade Federation ship, Coruscant, Tatooine, nicely rendered cut-scenes—and the stunning forests, ruins, and cityscapes of Naboo. Moreover, the characters are larger than their PlayStation counterparts, which makes JPB much more pleasant on the eyes. And the sounds only augment that pleasure with satisfying explosions, lightsaber swooshes, and that great Williams score.

PROTIP: Mace Windu is the best all-around character, as he illustrates here by flinging his lightsaber into a hapless Maul (hold the L-trigger and tap A).

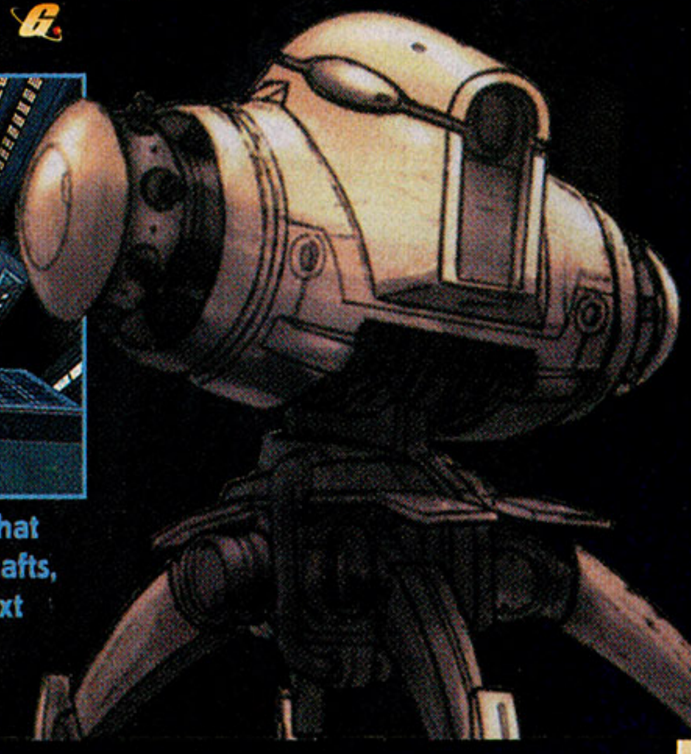
Use the Wallet, Reader

The game's controls will eventually enable you to become an expert Jedi jumper, and you can play with a fellow Jedi in cooperative mode. That means there's really no reason not to go out and purchase Jedi Power Battles right now—unless your lack of patience with platform-hopping will lead to anger, and anger leads to...you know the rest.

PROTIP: Jumping 101: Press B once; then, just as you begin to fall back to earth, press B a second time to prolong the leap for maximum distance.

PROTIP: In Theed Palace, destroy the droids before double-jumping to the next platform or they'll shoot you down in midair.

PROTIP: On Coruscant, step on what seem to be massive ventilation shafts, and they'll propel you to your next destination.



RED DOG SUPERIOR FIREPOWER

BY FOUR-EYED DRAGON

- Published by Crave Entertainment
- $29.99
- Available now
- Driving/ shooting
- 4 players

T (TEEN)

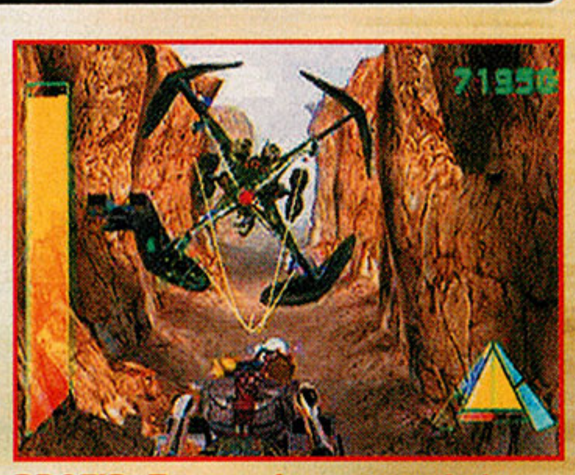
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	2.0	3.0

SAVE THE HUMANS from attacking aliens! Unfortunately, while this futuristic shooter has the potential of being a Grade-A firefight, Red Dog's performance on the battlefield doesn't pass muster.

As commander of the Red Dog assault vehicle—an all-terrain tank equipped with a heavy arsenal ranging from lasers to missiles—you must stop the Haak race from taking over your beloved Earth. Missions range from all-out assaults on enemy bases to escorting allied vehicles. Red Dog's visuals are impressive, combining cool weapon effects, detailed areas, and great level designs. Moreover, the soundtrack booms with thunderous explosions that combine with fast-paced beats to get the adrenaline pumping. Sadly, though, the controls are painstakingly frustrating: Aiming at moving targets while driving is incredibly difficult.

Red Dog may look and sound strong, but with poor controls, its bite is far from threatening. The only thing saving this canine from the kennel is its huge complement of multiplayer games for up to four people.

PROTIP: Hold down A to lock your missiles automatically onto targets that suddenly appear in the distance.



PROTIP: To complete your mission faster, use your default weapons in the main areas, and use a charged-up cannon and sidearm weapon on the main bosses.

3rd STRIKE Street Fighter III

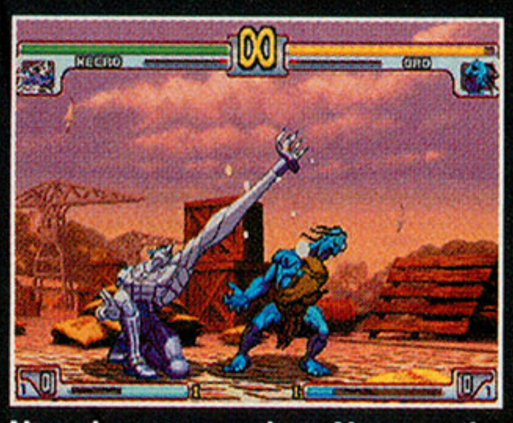
BY UNCLE DUST

- Published by Capcom
- $34.99
- Available now
- Fighting
- 2 players

TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	3.0

THE LATEST INCARNATION of the Street Fighter III Series, 3rd Strike, brings back an old favorite, but offers precious little new or compelling gameplay that would enable it to break out of the pack.



New characters such as Necro and Oro are equally annoying to fight as or against–they're not up to snuff with the likes of Ryu, Chun Li, and Akuma.

Back for More

Featuring 19 playable characters, five of whom are new to the series (including Chun Li's triumphant return), 3rd Strike continues to expand slowly on the new generation of Capcom fighters. Small additions to previous SFIII titles consist of a Grade Judge System that scores your performance in single-player mode; the Hit Frame System, which gives you frame-accurate performance on blocking; and the ability to choose your next opponent in Arcade mode. Yet, none of these add much to 3rd Strike's gameplay.

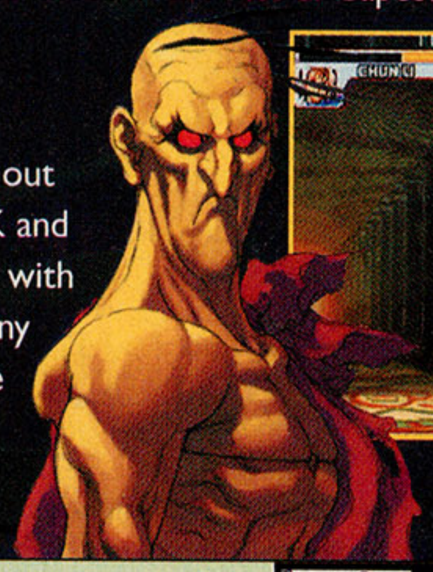
Graphically, the Street Fighter series is still looking sharp, but the overly hyper character animations and the pixelated look of the Super Arts is annoying. The audio still gives you all of the hits and grunts from before, even adding an original Street Fighter rap tune—along with a wide variety of songs from hard rock to techno-pop—to the mix.

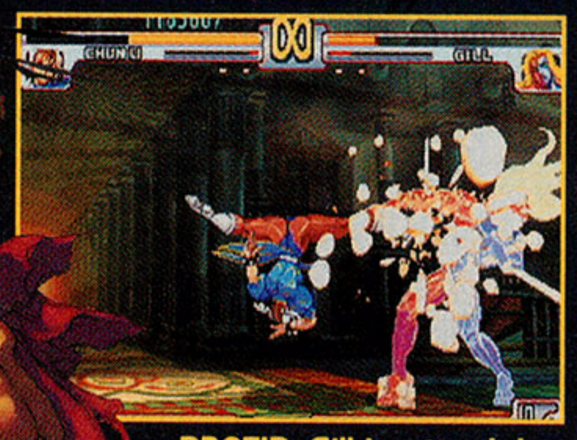
Controls feel a little stale. They require the patience and precision of a master, leaving beginners in the dust. And they just aren't as flashy or fun as those in the rest of Capcom's recent 2D fighters. It's just not worth the thumb ache on the Dreamcast controller.

The Grade Judge System gives lower scores than your hardass fourth grade English teacher.

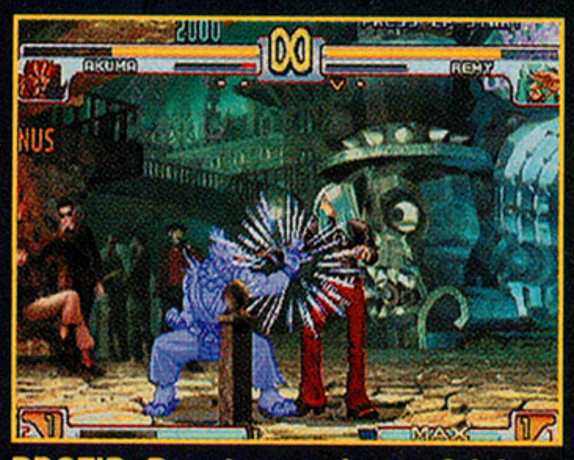
Flat Fight

With stellar 2D brawlers out there like Capcom vs. SNK and Marvel vs. Capcom 2, and with its meager lineup lacking any good new characters, Street Fighter III: 3rd Strike is a game solely for the Street Fighter addict who must own it all.





PROTIP: Gill is a tough boss to beat–but a combination of Chun Li's spinning kick with quick kicks will do the job.



PROTIP: Parrying can be useful, but if you overuse it, you'll take more damage than if you simply block.

F355 challenge Passione Rossa

BY DAN ELEKTRO

- Published by Acclaim
- $49.99
- Available now
- Racing
- 2 players

EVERYONE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	4.5	3.5

MAYBE YOU'VE PLAYED F355 Challenge: Passione Rossa in the arcades, with its cherry red, triple-monitor cabinet. Or maybe you haven't, since it's usually about two bucks a game. In either case, now the full Ferrari experience comes home (to just one screen) completely intact—for better or worse.

Sim City

This is, first and foremost, a super-detailed simulation of what it's actually like to be in a Ferrari 355. You'll need to find just the right line around six courses (plus five unlockable bonus tracks) while maximizing draft, avoiding traffic, and navigating hairpin turns. Plus, you'll find it useful to know how spring stiffness and camber affect your vehicle.

Sound fun? It will be to hardcore sim fans; others will likely loathe all the details that F355 Challenge forces you to consider. Willing students will find a training mode to coach them around each track and an online save-game swap mode for downloading ghost opponents. An arcade mode takes care of many details for you, but that robs this game of its key point—realism. And with its jaw-dropping graphics and such precise controls, it's a shame to dull the experience, though the outdated 1980s-metal soundtrack does a bit of that anyway.

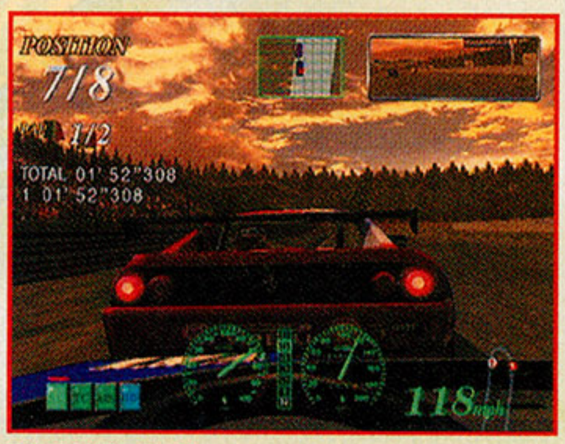
Learning Curves

There will be no in-between when it comes to F355 Challenge—you'll either immerse yourself in truly mastering one of the world's most powerful sports cars, or you'll find this about as much fun as taking your driver's test. If you accept its inherent challenges, F355 will deliver the real deal.

PROTIP: Take the first hairpin on Long Beach at between 40 and 45 mph.

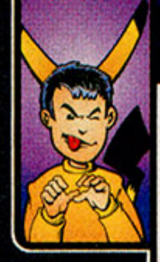
PROTIP: Shift gears when your tachometer (the round gauge on the left) hits 80.

PROTIP: You can survive a light, near-parallel brush with the wall, but a collision at nearly any steeper angle will slow you way down.



PROTIP: Follow opponent cars as closely as possible to draft them, but don't bump them, or you'll spin out.

GAME BOY COLOR PROreviews



BY POKÉMAXX

- Published by Nintendo
- $29.99
- Available now
- Action
- 1 player

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.5

POKÉMON GOLD

MOST GAMERS EITHER love Pokémon... or hate 'em. But whatever side of this Game Boy debate you support, you have to admit that Pokémon games are consistent. Pokémon Gold and Pokémon Silver are the latest purveyors of Pokémania. As with Pokémon Red and Blue, they're the same game, yet each hides its own set of pocket monsters, so Pokémon players have to trade with each other in order to acquire the complete set.

GOLD, BUT NOT OLD

Pokémon are more numerous than ever in Gold and Silver. You get the original 150 creatures with 100 new ones to capture and train. Sorry, Pikachu fans—the electric yellow mouse is just another Pokémon here.

And Pikachu is not the only cast change. You play as a new Pokémon champion-in-training who's investigating reports of a Pokémon phenomenon. Additionally, you select a companion from three new Pokémon: Cyndaquil, a fire Pokémon; Totodile, a water Pokémon; or Chikorita, a grass Pokémon. There's a new egomaniacal rival trainer, too, and Team Rocket...well, you'll see.

POKÉ-READY MEANS POKÉ-STEADY

The deliberate gameplay and no-brainer controls are exactly the same as those in previous Pokémon games. Uncomplicated travel takes you along "routes" and through towns as you challenge local Pokémon masters. The turn-based combat doesn't demand much of the controls, which hold up just fine.

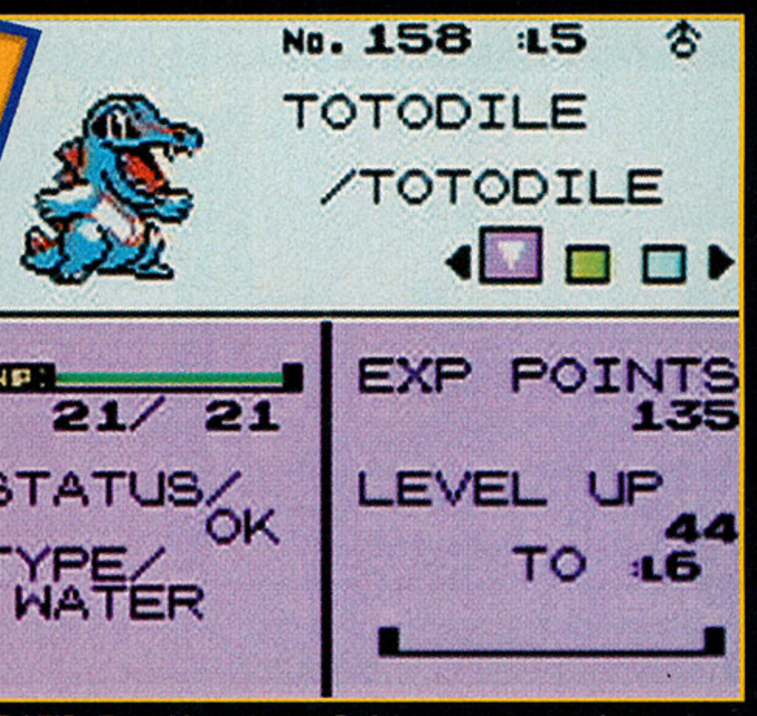
The game interface receives a few welcome tweaks. A level-up meter in the character screen makes it easy to judge how many experience points your Pokémon accumulates, and, once you level-up, excess points build toward the next level. If you forget what you're supposed to do, you can use a handy cell phone to call Professor Oak and your mom for help.

The graphics also receive a slight facelift. The Pokémon look fresh, of course, maintaining their cute-but-weird visual appeal, yet the battle animations look much cooler with extra special effects.

Gold and Silver squeeze as much audio as possible from the Game Boy. The odd Pokémon chirps, squawks, and squeaks fit each creature perfectly, and the simple music actually sets a mood for most scenes.

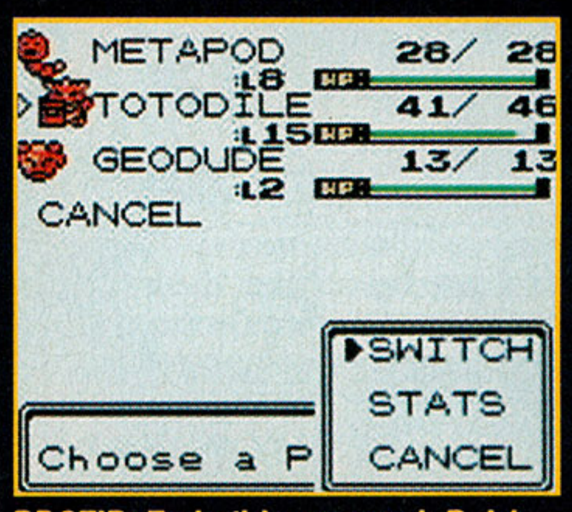
NOT JUST POKEY, BUT POKÉMON

Pokémon Gold and Silver keep the faith. The games are slow, steady, and just what Pokémon fans are looking for: more of the same. G

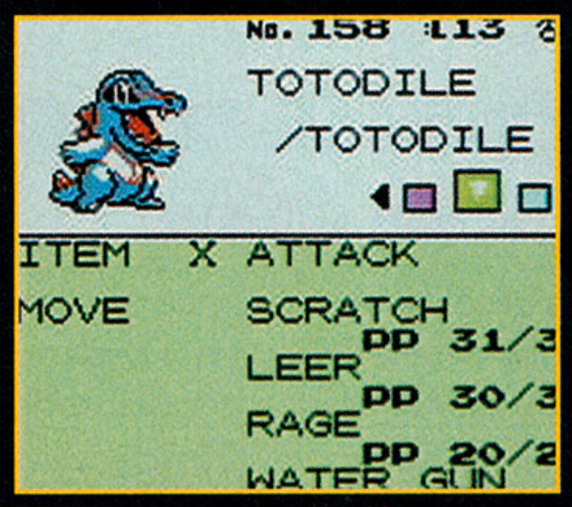


PROTIP: Totodile, a water Pokémon, is a good creature to select to begin a game. It has an effective, basic slash attack, and will level-up and evolve quickly.

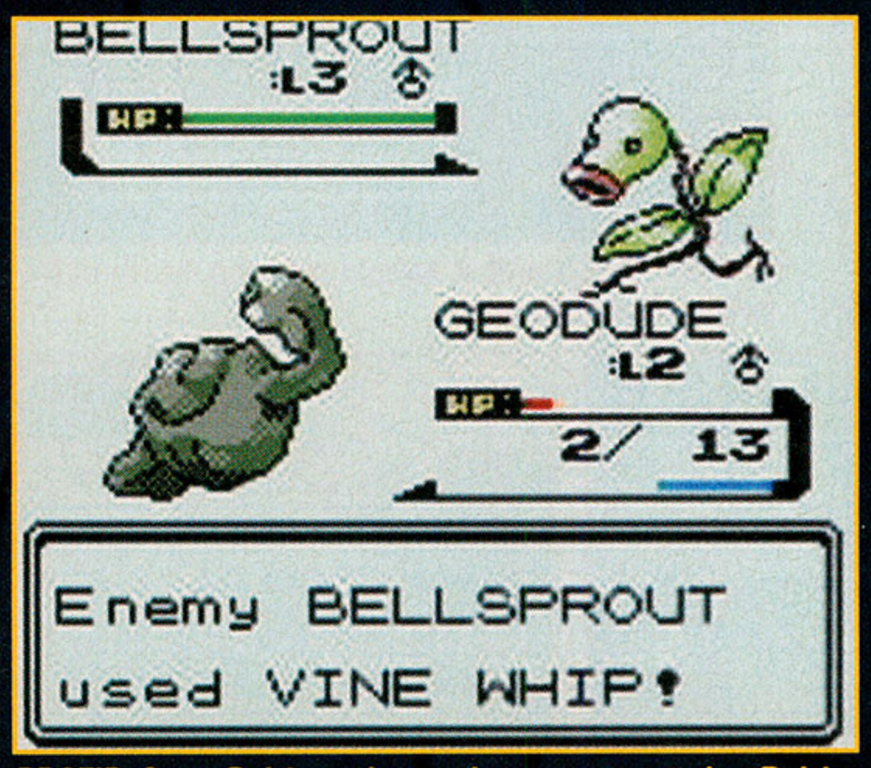
PROTIP: Explore forests. You never know what you may find.



PROTIP: To build up a weak Pokémon, make it the leader of the party. When in a match with a Pokémon trainer or a wild Pokémon, switch to a stronger Pokémon. If you win, both Pokémon split the experience points.



PROTIP: Use the new health screen to monitor the power points for your Pokémon and your character's health.



PROTIP: Some Pokémon have advantages over other Pokémon, so avoid mismatched confrontations. For instance, Geodude is vulnerable to Bellsprout and Bayleef.

PROTIP: Keep an eye out for berry trees. Each one has a different fruit power-up for Pokémon.

GRAPHICS 4.0

Not much has changed from previous versions. The Pokémon look cuter—and weirder—than ever, and there are more of 'em. Individual creature attacks have slick effects. Now you play during nighttime, too.

SOUND 4.0

Good thought was put into the music and the effects. The tinny Pokémon voices go with each creature, and tunes actually give locales a little bit of atmosphere.

CONTROL 4.0

Games don't get much slower than these, so the controls more than hold their own. Managing the multiple menu system is a breeze, with the new Stat menu in particular placing vital info within easy reach.

FUN FACTOR 4.5

Gold and Silver are great fun for any and all Pokémon fanatics. They take off where the other carts left off, so the learning curve is minimal. Plus, the new Pokémon are cool.

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EVERYONE E — Mild Animated Violence

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PlayStation 2

NASCAR

EVERYONE

CONTENT RATED BY ESRB

Actual game screen.

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EASPORTS.COM AOL KEYWORD: EA SPORTS

BY AIR HENDRIX

- By EA Sports
- $49.99
- Available November
- Hockey
- 8 players (with adapters)

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0

The Best Hockey Game Ever

PLATFORM
PlayStation 2

SPORT
Hockey

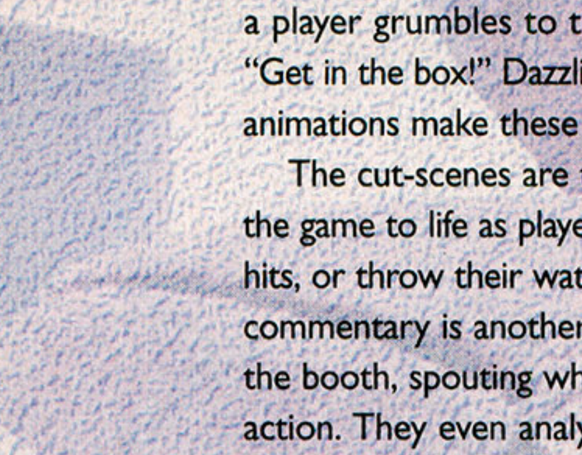
NHL 2001's INAUGURAL PlayStation 2 edition is the sort of game that will make you glad you sprung for Sony's new system. Remarkable graphics pair with that familiar, thrilling gameplay in ways that will leave you slack-jawed in surprise—it's one of the best titles among the first wave of PS2 games.

Hat Trick!

While NHL 2001's gameplay is riveting, the spectacular graphics and sounds will grab your attention first. You'll be floored from the opening moments when your team strides from the locker room onto the ice to the first time a player grumbles to the ref that a penalty is "weak"—and the ref snarls, "Get in the box!" Dazzling player models sport recognizable faces, and terrific animations make these players move more realistically than ever.

The cut-scenes are the best part, though, bringing the emotional side of the game to life as players jostle for position in the face-off, tussle after cheap hits, or throw their water bottles in disgust in the penalty box. The awesome commentary is another highlight as Jim Hughson and Bill Clement return to the booth, spouting what seems like unending detail on the players and the action. They even analyze why you won or lost with details that can help improve your game.

Sure, there are a few hiccups: The players gleam a little too much, some of the player faces aren't even close to their real mugs, and the commentators and rink announcers sometimes talk right over each other. But these are minor quibbles in what amounts to an amazing performance.



PROTIP: If your opponent's momentum is at max, stop the play by icing the puck, holding it with your goalie, or another method–anything to keep them from shooting while their chance of success is juiced up.

Deep Roster

Throughout it all, that familiar stellar gameplay returns to make the action exciting, realistic, and seriously fun. Along with all the standard features, you'll find a new momentum meter, which reflects the streaky nature of hockey by slightly boosting a team's performance when they're dominating on the ice.

Cool new options for tweaking the controls and A.I. round out standards like fighting, trades, and more. As for control, a comfortable, responsive feel is matched by great depth and killer touches like the big hit/deke button.

Stanley Cup Winner

All told, NHL 2001 is an impressive example of next-gen sports action, ranking as one of the new system's best titles. If you were lucky enough to score a PS2 at launch, make sure you grab a copy of this gem to go with it.

Even the replays sizzle, like this sweet inside-the-net view of Scott Gomez blowing the puck past Eddie Belfour.

PROTIP: To improve your chances of fooling the goalie, begin a deke (tap △) and then shoot in the middle of your juke.

PROTIP: Use the big-hit move (tap △) as much as possible–it not only takes opponents out of the play, but it also builds momentum.

GRAPHICS 5.0

Amid the jaw-dropping cut-scenes, fluid animations, and outstanding player models, you might be too busy staring at this game to play it at first.

SOUND 5.0

Terrific on-ice player chatter combines with compelling, highly detailed commentating to deliver some seriously impressive audio.

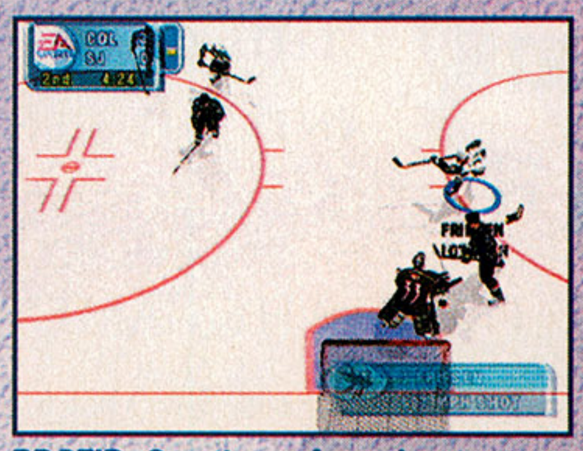
CONTROL 5.0

Intuitive and responsive, NHL 2001's controls keep you in the heart of the action with plenty of cool moves and strategies.

FUN FACTOR 5.0

Backed by stunning graphics, sounds, and gameplay, NHL 2001 is a fine example of why the PS2 is surrounded in hype. This is console gaming's best hockey title.

PROTIP: If your opponent is ahead of you on defense, hook him (hold □) to reel him in.



PROTIP: One-timers from the corners to the slot are one of the best ways to score.

PROTIP: In fights, try to land uppercuts (tap □); they do more damage than the high punches (tap ×).

"F355 CHALLENGE LEADS THE RACE

FOR THE [MOST] REALISTIC DRIVING SIMULATION EVER... TRULY SOME GIFT FROM THE GODS"
- GAMERS' REPUBLIC

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- OFFICIAL DREAMCAST MAGAZINE

"VISUALLY, THIS IS NOTHING SHORT OF AMAZING"
- DREAMCAST MAGAZINE

F355 challenge™

Passione Rossa

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Dreamcast™

EVERYONE
E
CONTENT RATED BY ESRB

BY DAN ELEKTRO

- Published by EA Sports
- $39.99
- Available now
- Basketball
- 8 players (with multitap)

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.5

NBA Live 2001: Welcome to Hoop Heaven

PLATFORM
PlayStation

SPORT
Basketball

ANOTHER YEAR, ANOTHER excellent version of NBA Live! With fast gameplay, impressive visuals, and tons of details for hoop junkies, NBA Live 2001 easily earns its seemingly perennial title as top PlayStation basketball game.

Rising to the Challenge

Amidst the usual exhibition, season, and playoff modes, EA Sports has packed extra contests and options that show surprising depth. The three-point shootout gives long-range gunners a chance to show their stuff against the likes of John Stockton and Reggie Miller. Michael Jordan once again headlines an impressive roster of past superstars, which can lead to some interesting new school/old school matchups in the one-on-one streetball mode (at last: Jason Williams takes on Pistol Pete Maravich!).

Better still, you can build a custom team with stars past and present, then put yourself center court with your own created player. Player creation is easy and offers an impressive array of details, from hairstyles to default facial expressions.

Instead of using boring old cheat codes, Live 2001's bonus players and modes are unlocked via a slew of gameplay-based challenges. Tasks like 10 assists in a game, 15 boards, any double-double, three treys in a row, and other performance-based goals add to the already-strong replay value and give a further impetus to skill-building. Play-calling options (including on-the-fly double-teams and picks), a brisk pace, and tons of stats offer sim fans plenty of realism, but the arcade mode's extra-high dunks and no-foul freedom will appeal to the casual gamer, too.

Live's awesome polygonal facial animations add unmatched realism to the NBA action.

PROTIP: In a three-point Shootout, don't wait to watch the balls go in. Concentrate on releasing your shots at the top of your jump.

Hey, Mom, I'm on TV!

Graphically, Live 2001 shows improvement over last year's model: Lines seem smoother on the players and the frame rate is quite high. Killer moves, like behind-the back passes and automatic alley-oops, join personal player details, such as Larry Johnson's "big L" sign or even stars mugging for the camera between plays.

Transition sequences that show team huddles and pre-game pleasantries make the game seem comfortably like a TV broadcast while, at the same time, giving the players more depth—you tend to think of them as people, not pixels. Robust crowd noises are joined by smooth play-by-play and natural-sounding audio, like shoe squeaks and the dull ker-thunk of dunks being thrown down. Control feels as solid as ever with no noticeable changes.

Respect the Game

As usual, it's EA's attention to detail that lifts Live up above the competition. The changes aren't too dramatic from last year—they're tweaks, really—but the improved graphics and new Challenge mode make it worth the price. If you're looking for the best of the class of '01, Live is it.

PROTIP: To call for a pick, hit Select, which can free you up for breakaway lay-ups and dunks.

PROTIP: On defense, stick with your man—but not too close. Leave about a step's distance or he'll pull around you and go straight to the hole.

PROTIP: The hand check is very effective for turnovers—but use it judiciously. You can get away with it in Arcade mode all the time, but save your fouls in Simulation.

PROTIP: In one-on-one games, a pump fake will almost always cause the computer defender to commit. As they block nothing, ready your shot.

PROTIP: Use the ball-trail option to keep track of where the rock is, especially on smaller TV screens.

GRAPHICS 4.5	SOUND 4.5	CONTROL 4.5	FUN FACTOR 4.5
Detailed facial animations and a speedy frame rate make the players seem less like puppets and more like the human beings they represent.	Whereas Shootout's play-by-play seems forced and robotic, Live's patter sounds natural—not to mention less annoying. Arena announcer echo and that distinctive dunk "thunk" add even more flavor.	Even if you're not familiar with past Lives, these tight directionals and sensible controls will prove easy to master. Icons for direct passing could be bigger, though.	The PlayStation is getting on in years, but NBA Live 2001 proves that this franchise has strong legs. Live 2001 offers a tight last hurrah for 32-bit basketball before the PS2 takes over.

PlayStation

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EVERYONE
E
CONTENT RATED BY ESRB
Animated Violence

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BY AIR HENDRIX

- Published by EA Sports
- $39.99
- Available now
- Boxing
- 2 players

T for Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	5.0	5.0

Another Classic Bout With Knockout Kings 2001

PLATFORM
PlayStation

SPORT
Boxing

THE KNOCKOUT KINGS series has lived up to its name as the PlayStation's boxing champ for a couple of years now, and this 2001 edition only continues that reign. With sharp new features, graphics, and controls, Knockout Kings 2001 owns the PlayStation boxing ring.

The Sweet Science

EA Sports always excels at licensing, and KO Kings 2001 is no exception, offering a huge list of famous boxers that ranges from Rocky Marciano to Muhammad Ali to Lennox Lewis. Women's boxing, a sport burgeoning in popularity, is also represented for the first time as gamers can also square off with stars like Mia St. John and Christy Martin.

The Career mode has also been souped up—budding boxers now pick their own cutman, trainer, and gym; face rivals throughout their career; and improve their skills with the very helpful training sessions. For those who are less serious about the sport, a Slugfest mode lets you sling punches arcade-style—this mode is very reminiscent of Ready 2 Rumble. Whatever your preference, the superb gameplay delivers thrilling action.

The flawless controls also sparkle with new touches like haymakers and a better combo system. The range and depth of what KO Kings lets you pull off is pretty astonishing, so it takes serious practice to master. The payoff is huge, though, when you start learning to sneak in dirty moves, clinch, fire off combos, and much more.

PROTIP: Save dirty moves, like low blows, for moments when you have an edge on your opponent—dirty moves sap tons of stamina and can secure a knockout. You can get away with two dirty moves before the ref docks a point.

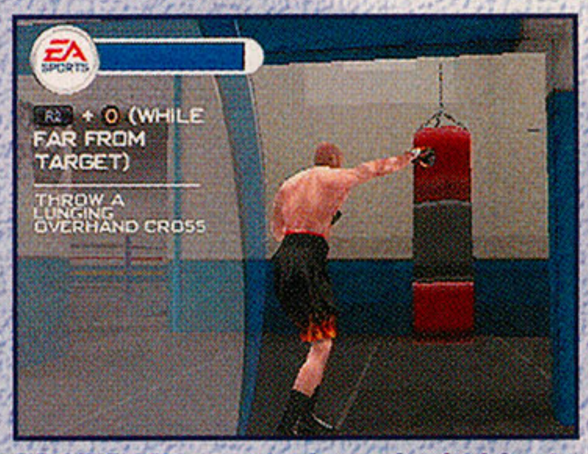
PROTIP: Haymakers (hold R2 while punching) require finesse and timing, but when you learn to land them, you'll rack up the KOs.

PROTIP: Only stay in close if you have the upper hand. Otherwise, don't be shy about backing off to get some breathing room.

Heavyweight Champion

Graphically, KO Kings scores with the awesome new boxer faces. The level of detail is really impressive—especially for a PlayStation game—as these brawlers sport puffy eyes, bloody cuts, and much more. The boxer models also look great, but can be a tad too angular at times. Most importantly, the collision-detection flaws in last year's game have been corrected so punches never pass through an opponent's body.

If KO Kings has a weak spot, it's the sound. While the commentary and advice between rounds is well done, the phrases start repeating far too soon, and the music is pretty lame.



PROTIP: As you work up the ladder in your career, train between each and every fight to earn valuable attribute points.

Winner by Knockout!

When the bell rings, KO Kings 2001 stands tall as the one and only PlayStation boxer worth your time. You won't regret the price of admission to this bout.

PROTIP: If your stamina is flagging, clinch up with your opponent (tap L1 and R1) to catch a break.

PROTIP: If you open up a cut on your opponent, work that area relentlessly to gain the upper hand.

Christy Martin and Chevelle Hallback square off at Caesar's Palace now that Knockout Kings offers female boxers.

GRAPHICS 4.5
KO Kings 2001 delivers an impressive visual show. Amazing facial detail really reflects the battering these boxers take, and collision detection is now flawless.

SOUND 3.5
Audio is the game's weakest point, as the commentary and advice start repeating far too quickly. It's well-executed, though—unlike the weak tunes.

CONTROL 5.0
KO Kings packs so much into the controller that it can be daunting at first. With practice, you'll delight at the huge range of punches, combos, dirty moves, and much more.

FUN FACTOR 5.0
Excellent gameplay combines with cool new features and graphics to earn KO Kings 2001 the championship once again. If you're into boxing at all, it's the only PlayStation game in town.

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CONTENT RATED BY ESRB
Animated Violence

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NASCAR 2001 Grabs PS2 Pole Position

BY AIR HENDRIX

- Published by EA Sports
- $49.99
- Available November
- Stock-car racing
- 2 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	4.5	4.5

PLATFORM
PlayStation 2

SPORT
Stock-car racing

NASCAR 2001 ROLLS out of pit lane and onto the PlayStation 2 with all the tuning that stock-car fans expect: slick A.I., sleek car models, and, best of all, virtually no pop-up. For fans of the sport, this game is a definite winner.

Gentlemen, Redline Your Engines

NASCAR 2001 peels out with a very sturdy lineup of features. Along with 34 pro drivers, such as Gordon and Earnhardt, you'll find 12 official tracks, including Daytona for the first time. One of the coolest features is the variety of seasons you can race, which range from the full NASCAR circuit to custom seasons where you tackle just the superspeedways, just the road courses, and so on. You can even run through a season with two players so that you and a friend compete in every race.

PROTIP: When preparing for the brutal race at Bristol, set up your car so that you've traded speed for maximum handling and acceleration.

PROTIP: Be careful when exiting the sneaky Turn 2 at Daytona–it's easy to accidentally push right into the wall.

Longtime NASCAR pros, however, may miss some of the standards of the series that didn't make the cut this time, like interactive pit stops or the A.I. tweaking. But the range from rookie to veteran is well-staggered, and the differences between Sim and Arcade mode hit the nail on the head. Sim will satisfy those looking for in-depth realism, while Arcade is a lot more generous about forgiving mistakes—but Arcade is still much more realistic than, say, SF Rush. Best of all, the A.I. drivers "remember" if you drilled them, and seek out revenge....

PROTIP: If you drive better on an empty track, pit early and make up time while the pack is in the pits.

PROTIP: If an opponent is trying to pass, don't just step aside. Use your mirror to box them out or put them into the wall.

Behind the Wheel

Once the race begins, the controls respond very smoothly, offering plenty of challenge and responsiveness. But some basic options fell out, like a look-back view or a best-line option, and the car-setup menus don't offer much help for rookies.

PROTIP: On ovals, you can often scrub off enough speed to handle corners by getting off the gas before the turn.

As for graphics, these cars sizzle with cool details and lighting. Sparks fly as you trade paint, and the body crumples if you get too rough. The tracks could be a little sexier, but EA Sports got the most important part right: There's almost no trace of pop-up along the horizon, which will delight race fans.

The sounds, though respectable, come up a little short. The commentators call the action professionally, but their remarks become boring quickly, and the spotter could be more helpful.

PROTIP: When setting up your car for qualifying, sacrifice handling and acceleration to max out your speed–but don't forget to tone it down for the race so you can hang with the pack.

Runs Like a Champ

For its rookie season on the PS2, NASCAR 2001 handles like a winner. It's not perfect, but it's close enough to thrill stock-car fans looking for the next cool ride.

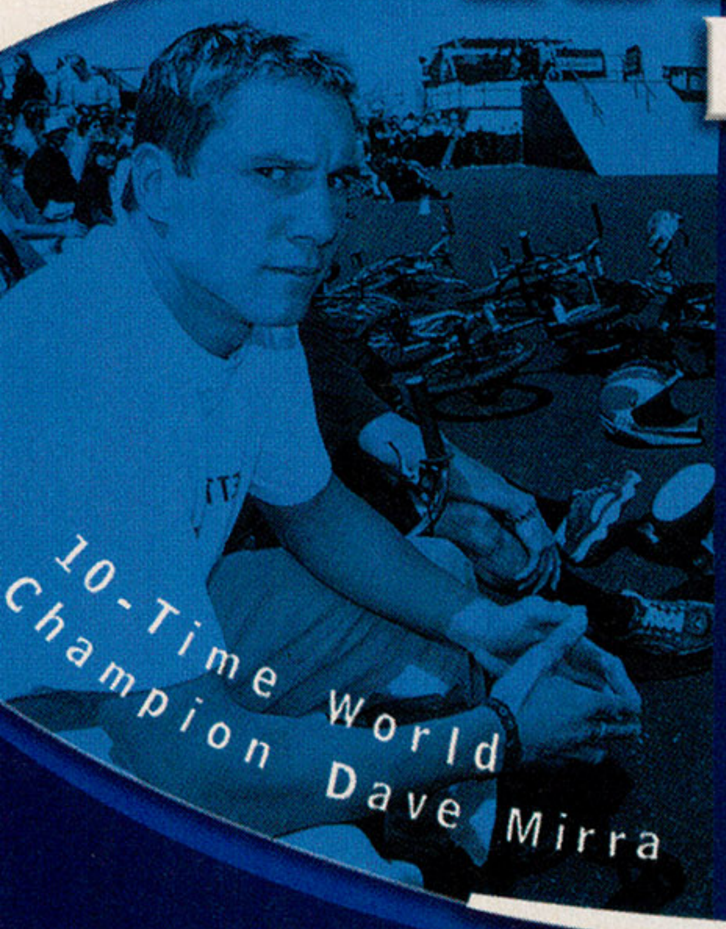
PROTIP: Drafting is crucial to winning. Hug an opponent's bumper, only breaking free of the slipstream when you've built up the speed to pass.

GRAPHICS 4.5	SOUND 3.5	CONTROL 4.5	FUN FACTOR 4.5
Stock cars have never looked sharper as these rides gleam with detail. Although the tracks are sometimes a little lackluster, there's virtually no pop-up—an impressive feat.	NASCAR's sounds are solid...but they could be a lot better. The commentator's delivery is professional, but the remarks are bland, and the spotter could be more helpful.	Despite some missing basics, like a look-back view, NASCAR's sweet handling pays off. It's not aimed at the arcade crowd, but still hits the right balance between realism and fun.	If you spend your Sundays dreaming of taking Jeff Gordon into the wall, NASCAR 2001 has the speed to satisfy your need. It's not perfect, but it's a polished, exciting ride.

It's not hard to look cool while pulling a Double Backflip....

...Especially when your feet are propped up on your coffee table.

Dave Mirra freestyle BMX™



Sure, mom told you not to ride your bike in the house, but she's never seen Dave Mirra Freestyle BMX from Acclaim Max Sports. With 12 vert, dirt and street courses to tear up, you'll be ripping like the pros in no time. Use the Trick Modifier to create more than 1,300 insane tricks. And with 10 sick multi-player games including Longest Grind and Gnarliest Crash, the couch will mold to your butt long before you put down the controller.

Featured pros:
Dave Mirra, Ryan Nyquist, Leigh Ramsdell, Mike Laird, Troy McMurray, Kenan Harkin, Joey Garcia, Shaun Butler, Chad Kagy and Tim Mirra.

Killer soundtrack: Sublime, Cypress Hill, Rancid, Social Distortion, Deftones, Pennywise, Drop Kick Murphys, 59 Times the Pain and Swingin' Utters.

Developed by Z-AXIS

GAME BOY COLOR

Sega Dreamcast

PlayStation

EVERYONE E CONTENT RATED BY ESRB — Mild Language

Dog on a Bike Films presents: Miracle Boy and Nyquist the movie!

slim jim

ugo

Acclaim MAX SPORTS

www.acclaimmaxsports.com

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Whoever has the most toys wins.

EVERYONE
E
CONTENT RATED BY ESRB
Suggestive Themes

PlayStation 2

T&ESOFT

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Out here, the goal is simple: accumulate as much stuff as possible. That's what it takes to win - that and a little skill, of course. And if you're expecting some "techie" game, play something else. Swing Away Golf's about fierce competition. You star in an ongoing storyline where your talent and personality develop each time you play. But stay on top of your game, because the better you get, the tougher the courses get. Make opponents insane with envy, as you compete to be the most decorated player on the links.

SWING AWAY GOLF™

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BY ASH

- Published by Konami
- $49.99
- Available now
- Track & field
- 4 players (with multitap)

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	4.0	4.5	4.5

Relive Olympic Glory With ESPN International Track & Field

PLATFORM
PlayStation 2

SPORT
Track & field

KONAMI'S ILLUSTRIOUS HISTORY in virtual track & field and their newly formed partnership with ESPN has hatched an excellent game for the PlayStation 2. The exceptional graphics and realistic motion-capture make ESPN International Track & Field an even better spectator sport than day-old tape-delayed Olympics.

Athletic Bless

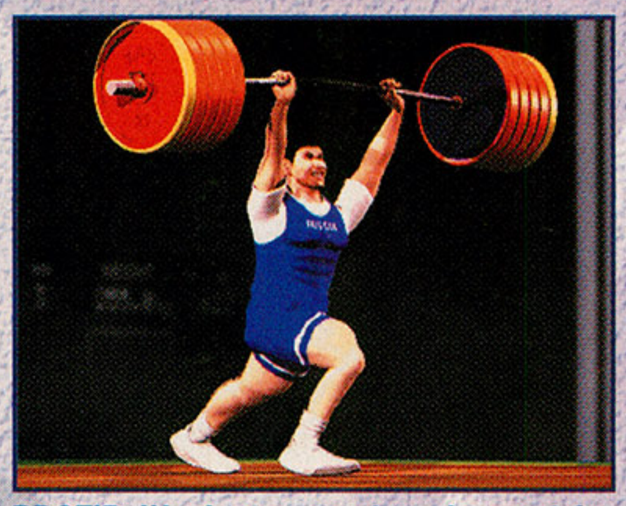
Maurice Green—the current world record-holder and 2000 Sydney Olympics gold medalist for the 100-meter dash—states in one of the "making of" video segments (you gotta love games on DVD) that some people are just born with their talents, "God bless us!" Indeed. But now everyone has a chance to see how well they hold up against these blessed champions.

Green is one of six athletes motion-captured for the game, which lends a very real look and feel as your characters leap hurdles or chop through the pool. You can play the game alone or with up to three friends—making for a perfect afternoon of javelin throws, dashes, and shout-downs.

PROTIP: If your dismount differs from the standard landing animation, it's a hint that your routine on the horizontal bar was exceptional.

To play the 100-meter dash—one of the 10 events in the game (which can be played individually or in a complete Championship mode)—you merely have to press alternately the × and ○ buttons in standard track & field format. But many of these events take some serious ability to handle the timing and appropriate finesse; you won't get the gold in the horizontal bar your first time out.

PROTIP: Using one finger or knuckle to slide between the two buttons can help you stay at top speed in the 100-meter dash.



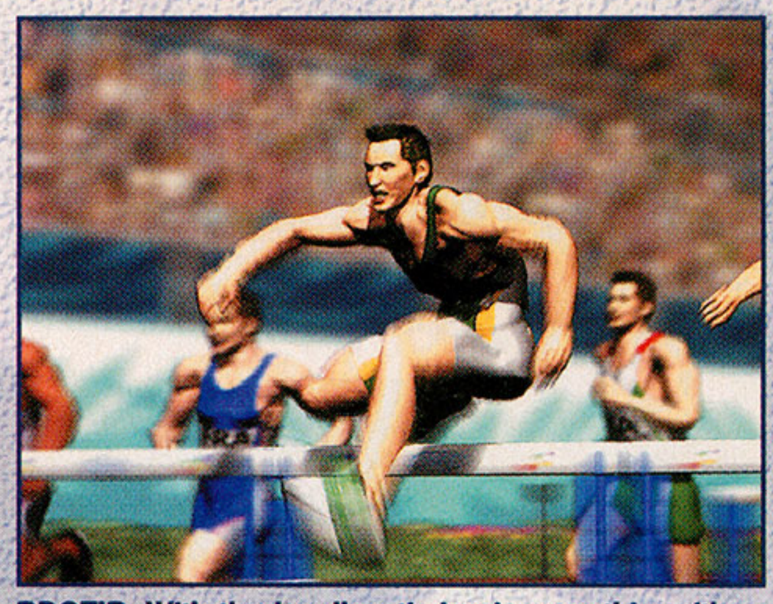
PROTIP: Watch your stamina when weightlifting. It looks like these big boys can keep those weights in the air all day, but they'll run out of juice fast.

Extra, Extra

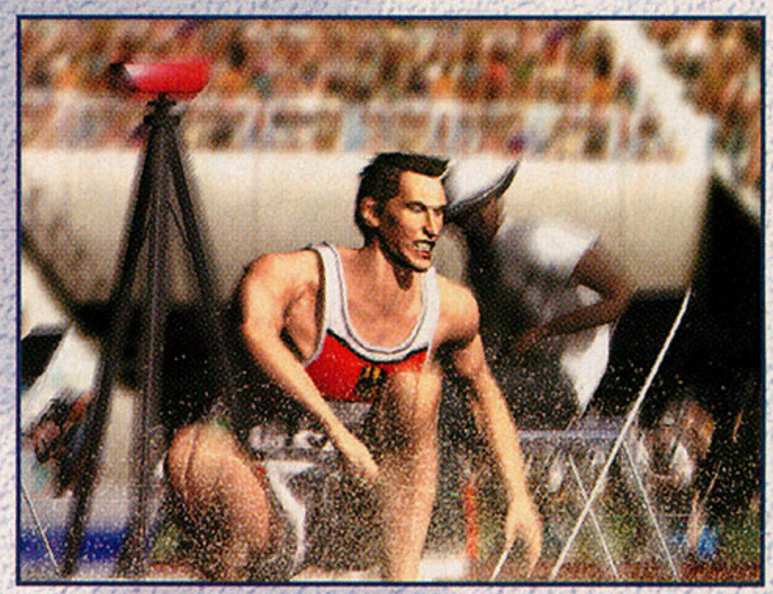
The beauty of the DVD format plays out with several videos of the motion-capture filming and interviews with the athletes (available after you win a certain number of events). You can also unlock a variety of sounds for your athletes, such as cartoony effects or animal grunts, which adds to the merely mediocre soundtrack and effects of the game.

Medal Count

You've probably played this game before—or at least one that's extremely similar. Yet you've never seen it look so good—in most events you can make out details of individuals in the crowd. If you're a fan of track & field extravaganzas, or just love multiplayer button-mashing, be sure to put this event into your personal decathlon.



PROTIP: With the hurdles, timing is everything–it's three steps, then jump.



PROTIP: Watch the fault line in the long jump. Wait until you're right on it and get the timing down on the L1 button–hold it for just a second to get as close to a 30-degree angle as possible.

INTERNATIONAL TRACK & FIELD

Motion-captured athletes provide added realism.

GRAPHICS 5.0
What can we say? It's the PS2. The motion-captured athletes appear almost lifelike, and the game has nifty ESPN camera angles, as exemplified by the underwater shots in freestyle swimming.

SOUND 4.0
Winning lots of gold can unlock goofy extra sounds, but the basic score and sound effects are like Lieutenant Uhura on *Star Trek*—they don't add, they don't detract, they're just there.

CONTROL 4.5
Mostly, it's the how-fast-can-you-hit-those-buttons dash, but some events, such as the pole vault and the horizontal bar, require much more finesse.

FUN FACTOR 4.5
A perfect sitting around the living room, talking smack with your buddies, everyone's involved party game. Bring on the medal ceremony!

Tom Clancy's

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Red Storm ENTERTAINMENT

PIPE DREAM

Dreamcast

TEEN T CONTENT RATED BY ESRB

CATEGORY
TEEN 13
Animated Blood And Gore
Animated Violence

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FIFA 2001: Major League Soccer

BY AIR HENDRIX

- Published by EA Sports
- $49.99
- Available November
- Soccer
- 8 players (with adapters)

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.5	4.5

PLATFORM
PlayStation 2

SPORT
Soccer

LONG KNOWN AS the best-playing soccer series out there, FIFA 2001 carries on that tradition with its PS2 debut. While not as groundbreaking as NHL 2001 or Madden 2001, it's a stellar soccer game that will delight fans of the sport.

Golden Goal

As always, FIFA packs in an obscene amount of teams, tournaments, and leagues—everything from the MLS and the English Premier League to all the national squads can be called onto the pitch. The gameplay feels more realistic than it has in years past—on anything but the Rookie difficulty level, you'll be hard-pressed to score more than a couple of goals. But that mirrors real life soccer, and the action still delivers plenty of thrills.

Cool ball physics also jack up the realism. These players don't just have a white dot taped to their feet—the ball actually bounces off their shins or gets away from them in tough spots in ways that feel like real soccer. Deep, intuitive controls back up the action all the way.

PROTIP: If you see the D lining up a tackle on your ball carrier, tap L2 to jump the tackle and leave them in your dust.

World Cup Contender

Visually, FIFA shines. The lighting on the pitch changes as the sun drops, and players throw elbows and stagger away from rough tackles. Some of the player models look a little too mannequin-like at times, though. On the sound side, you can choose between the cool onfield player chatter and the commentary, and, while both are well done, they aren't as detailed or as varied as they should be.

Still, FIFA 2001 delivers a fine performance. It's not the instant classic that some of EA Sports' other titles are, but if you're a fan of the world's most popular sport, you'll be glued to the controller.

PROTIP: If your opponent is on a breakaway, take him down before he enters the keeper's box so there's no chance of a penalty kick being awarded.

PROTIP: Passing ahead isn't always the best bet–look for passes back toward your D that can create openings.

ESPN Winter X Games Snowboarding

BY ASH

- Published by Konami
- $49.99
- Available now
- Snowboarding
- 5 players (alternating)

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.0	4.5

PLATFORM
PlayStation 2

SPORT
Snowboarding

SNOWBOARDING VIDEO GAMES are taking off with EA Sports Big's SSX and Konami's ESPN Winter X Games Snow-boarding gearing up for the PlayStation 2 launch. While SSX offers more arcade-style gameplay, Konami wants to slam you into the snowboarder's world harder than a botched Frontside Indy.

Skiing Is for Wussies

That's not to say that Winter X Games doesn't offer some seriously intensified moves, races, and jibbing, including the Super Pipe—where you catch enough air to see the forest and the trees—and Snowboarder X, hectic, high-speed downhill racing. Yet the flip side of the game, in which you create a character from board to goggles, is as much like an RPG as an action sports game.

You earn cash by competing in tournaments or participating in the filming of extreme documentaries. You spend the money on new boards (from the hundreds of brand-name boards available), lift tickets, and even on chopper rides for some down-the-mountain, super-cool heli-boarding.

PROTIP: When racing downhill, hold down □ to keep from jumping too high and reducing your speed.

PROTIP: Watch other boarders on their runs in Super Pipe and Big Air to see what tricks earn the biggest points.

The controls take advantage of the analog sticks with various button combinations leading to tricks, although it takes serious practice to master more than simple jumps and minor jibbing.

Clean Sights and Grungy Sounds

By the way, this game looks gorgeous with clothing rippling in the wind, near photo-realistic backgrounds, and boarders taking dives that will make you wince. The only graphical beef is the awful animations in the game's lounge, with characters that look like Fisher Price Little People. Extra cheese, please.

As for the audio, you'll want to connect your PS2 to your home theater. The kicking soundtrack—which includes Strung Out, Fenix TX, and Primer 55, and cool sound effects—calls for some serious speakers.

Casual boarders can have EA's SSX, but, if snowboarding is your life, carve your way to Winter X Games.

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NBA ShootOut 2001

BY DAN ELEKTRO

- Published by 989 Sports
- $39.99
- Available now
- Basketball
- 8 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.0	3.5

PLATFORM
PlayStation

SPORT
Basketball

989 HITS THE hardwood for another season of NBA ShootOut. Despite an overhaul, ShootOut 2001 looks and feels an awful lot like last year's entry, and is plagued by some technical fouls.

Smarter Than You

A rebuilt 3D engine leads the list of 2K1 tweaks, followed by new camera angles, easier controls, more reactive player A.I., and team-specific playbooks. A.I. opponents offer much more challenge than they did last year—they'll milk the clock, set screens, and more.

However, all the supposed improvements pale next to some avoidable rough edges in graphics and sound. In addition to blocky player models, athletes sport eerie, static faces in permanent Joker grins. During substitutions, characters walk to the court's edge and freeze as another player's texture is swapped over the same body. It's ugly and unrealistic.

Lifeless sound and an anemic crowd join so-so announcing. Quips like, "How about some peanut butter with that jam?" sound corny the first time, let alone the 15th. And while Nets' voice Ian Eagle is new, some of the phrases are straight from last year's game. So much for personal style.

Sweet Touch

Control is fairly tight, and the accurate Touch Shooting system feels satisfying. Yet, dead-on shots often simply don't go in, and the ball physics look unnatural (it's a rim, not a half-pipe). Dunk creation is fun, but the create-a-player mode could use more options, like faces and hair.

Some steps have been taken in the right direction, but not enough to slow EA Sports' eternal fast break with the NBA Live series. The unbalanced NBA ShootOut 2001 winds up merely acceptable instead of unstoppable. Stick with Live 2001 for the PlayStation's top hoops (see ProReview, this issue).

NBA ShootOut 2001 offers both dunk and player-creation options, but the latter could use more depth and detail.

PROTIP: When a player's name is blue, the player is cold. Drive the lane for a dunk or easy lay-up to snap that bad streak.

PROTIP: It's better to block early or not at all. Fast drives to the hole are very hard to stop, and offensive boards rarely happen.

FIFA 2001: Major League Soccer

BY DR. ZOMBIE

- Published by EA Sports
- $39.99
- Available now
- Soccer
- 8 players

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0

PLATFORM
PlayStation

SPORT
Soccer

EA SPORTS CONTINUES its dominance of PlayStation soccer with FIFA 2001, the latest edition to its excellent FIFA soccer series. FIFA 2001's immense depth of gameplay and features, along with fluid graphics and controls, creates the most realistic and entertaining PlayStation soccer experience ever.

It's in the Game

FIFA 2001 lives up to EA Sports' tag-line by re-creating soccer completely. One to eight players can link up to play over 50 national teams and 17 top leagues. Multiple game modes range from practice and friendly play to international leagues and even fantasy championship matchups, such as the MLS vs. the World Cup. You have full control of your team's formations, and the A.I. has been programmed to move with even more urgency around the ball. Gamers of all calibers will be able to customize their challenge—there are no gimmes in this game.

PROTIP: Seek an escort to run interference as you approach the goal.

Cinema-quality graphics and attention to detail bring FIFA action to life.

The onfield action moves fluidly and responds well to the easy-to-master controls. Excellent graphics and animation include extra touches such as changing weather conditions, more interactive crowds, and more individualized player movements and expressions. Meanwhile, the responsive commentary and stirring chants of the home crowd complete the virtual reality of the game.

PlayStation Powerhouse

Even though FIFA 2001 is also slated for the PlayStation 2, PlayStation owners won't miss out—the gameplay and features should remain the same, as does the high Fun Factor. Once again, EA Sports scores with FIFA 2001!

PROTIP: Use hard tackles as a last resort—you usually end up on the ground, which makes it easier to lose control of the ball.

NFL 2K1

BY ATOMIC DAWG

- Published by Sega Sports
- $49.99
- Available now
- Football
- 8 players (online)

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	4.5	5.0

PLATFORM
Dreamcast

SPORT
Football

DREAMCAST FOOTBALL CONTINUES to rock-n-roll with one of the best teams of graphics, gameplay, and gridiron tactics on any virtual field. NFL 2K1 picks up where 2K left off and doesn't look back.

A Championship Franchise

NFL 2K1's feature set is solid. You get 31 regular teams, three all-pro teams, and six alumni teams that you can play in Exhibition, Season, Playoffs, and Tourney modes. This year, you can also run your own NFL franchise—cutting, signing, and trading players to build a dream team (within your salary cap, of course).

PROTIP: If you want to control a defensive lineman, pick one who isn't a star. Let the tuned A.I. maximize his skills. Here, Bryant Young of the 49ers smacks Troy Aikman of the Cowboys.

PROTIP: If your team has a good pass-catching running back, pass plays that isolate him on a linebacker are effective. Here, the 49ers call Split Queens/Mirror Outs, and halfback Charlie Garner (A) is open.

PROTIP: If you have a sure-handed receiver, call formations and plays that isolate him one-on-one against a defender. Here 2K1 cover guy, Randy Moss of the Vikings, hauls one in against the Packers using Split Queens/Fade.

As with its predecessor, 2K1's graphics and sounds score big time. The player models are excellently detailed; and during touchdown celebrations, tackles, pre-snap setups, and grill-to-grill staredowns, the players look so real, it's spooky. The helmet-hammering sounds make you feel as if you're on the field and at the line of scrimmage.

The controls received some cool improvements. You can charge up players to pull offensive or defensive power moves by holding down the action button as they move; also, you can shift the defensive line to confuse the offense. You get a juke move this season, too, which looks great—but learning to use it takes time and patience.

2K1 of a Kind

In the world of video game football, NFL 2K1 is Super Bowl-bound—with topnotch replay value featuring online gameplay (see NetPro, this issue) and a vicious all-pro difficulty level. Any Dreamcast football player who passes up this game should be fined.

ESPN International Track & Field

BY VICIOUS SID

- Published by Konami
- $39.99
- Available now
- Track & field
- 4 players

EVERYONE E CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.0	3.5

PLATFORM
Dreamcast

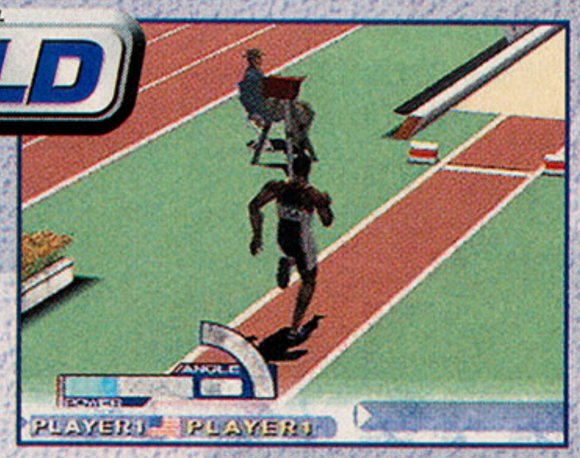
SPORT
Track & field

KONAMI'S INTERNATIONAL TRACK & FIELD comes on strong with glossy visuals and authentic ESPN highlights. The button-mashing gameplay, however, may leave you as sore as a sprinter with athlete's foot.

Hefting, Hurling, and Hurdling, Oh My!

In Track & Field, you'll compete in 12 events (six standard, six secret), such as weightlifting, hammer-throwing, and hurdle jumping; you'll also unlock cycling, gymnastics, and other secret events. Track & Field's Trial mode allows you to sample each event, while Championship mode gives you the full tour.

Track & Field's motion-captured athlete animations are definitely eye-catching; athletes beam at the crowd after breaking world records and shake their heads in disgust after faulting. You'll see convincing environments and highlight-worthy replays, but the crowd looks flat and gritty. Track & Field's standard-issue sounds are repetitive, but effective, so expect grunts and heartfelt roars from the hammer throwers.



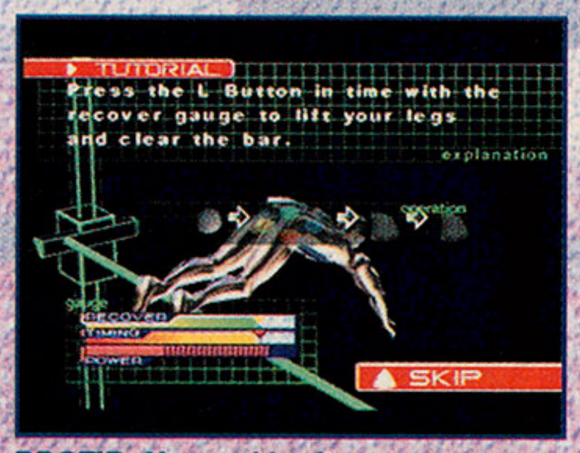
PROTIP: In the long jump, press and hold the R-trigger when your foot rests on the white line, not before it. Watch replays to perfect your takeoff.

PROTIP: In the Hammer Throw, power up for all five swings. Wait until the dot is centered above the circle, then hold the R-trigger. When the trajectory meter fills halfway, release the R-trigger to throw.

Fool's Gold (With a Silver Lining)

Gameplay is simple. As in almost every other event-based sports game, you'll frantically mash buttons to make your virtual athletes build up strength. Track & Field overcomes common gameplay problems, however, by focusing on precise timing, not tendon-shredding finger workouts. You'll still want to pack the Ben-Gay, though.

Thanks to its balanced gameplay and slick ESPN presentation, Track & Field easily surpasses fellow Dreamcast athletes like Sydney 2000. The button-tapping formula is still limited, and after mastering all 12 events, you'll soon be looking for other challenges to overcome.



PROTIP: Never skip the pre-event tutorial. The instructions might seem cut-and-dry, but some events have subtle requirements.

NBA 2K1

BY IRON THUMBS

- Developed by Visual Concepts
- Published by Sega
- Target release date: October

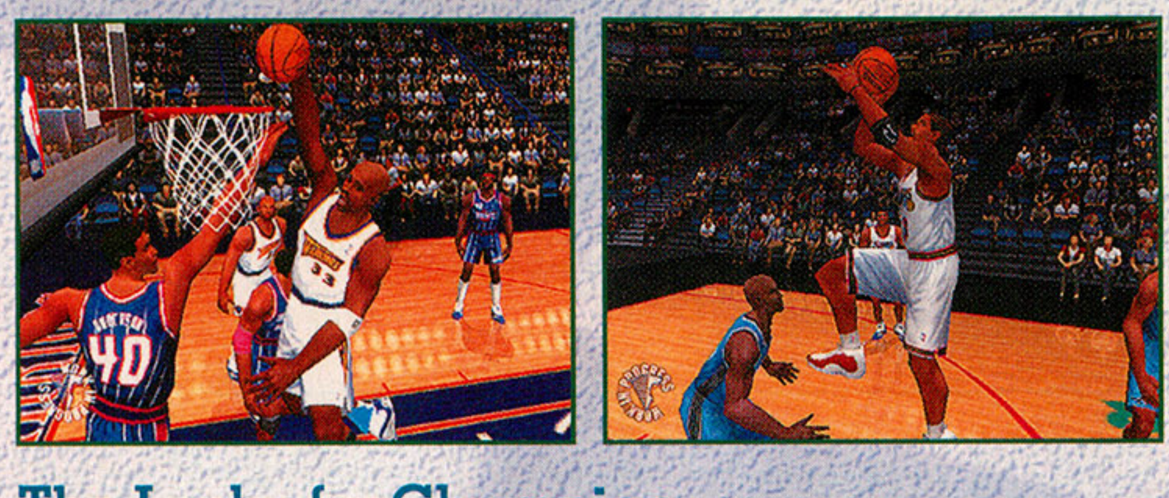
DREAMCAST

HANDS-ON

Not in My House

Sega is getting ready for the hardwood with an updated, improved version of the game that redefined what a basketball game could be. NBA 2K1 will come complete with online play, outdoor courts, more detailed players, and an updated defense game. The early build of NBA 2K1 that Sega previewed at Visual Concepts showed a lot of promise, and, although the improvements over last year aren't huge, they're important and will help 2K1 dunk on its predecessor.

One of the key elements of NBA 2K1 will be its defense game. Visual Concepts is attempting to make playing defense as fun as playing offense by improving the ability to draw a charge, allowing quick passes out of rebounds, adding options for guarding the post game—and including an awesome rejection animation if you block a shot while holding down Turbo. When done correctly, your player will make a huge swat, dramatically sending the ball right into the camera and causing the screen to shake violently.



Basketball is back, Sega Sports style–this time defense is a big part of the game.

The Look of a Champion

For a different look, you will be able to play street ball in NBA 2K1 on one of four real courts from NYC and Chicago. Gameplay will be the same, but players will wear street clothes and you'll be able to play with teams of two to five men. Of course, players will look incredible and will be easily recognizable thanks to such details as Larry Johnson's high riding jock-strap band and Brian Grant's individually rendered dreadlocks.

Online play will be similar to that of NFL 2K1. With a Dreamcast keyboard, you'll be able to chat and talk trash with opponents, and a good connection to SegaNet will facilitate gameplay with minimal lag time.

In the preview version, the game still needed some work—camera angles weren't finished and were sometimes obscured—and only time will tell if the defense game really plays any better. Sega is aware of these problems, however, and should be able to clear them up before the NBA season starts.

For more info on NBA 2K1, go to gamepro.com!

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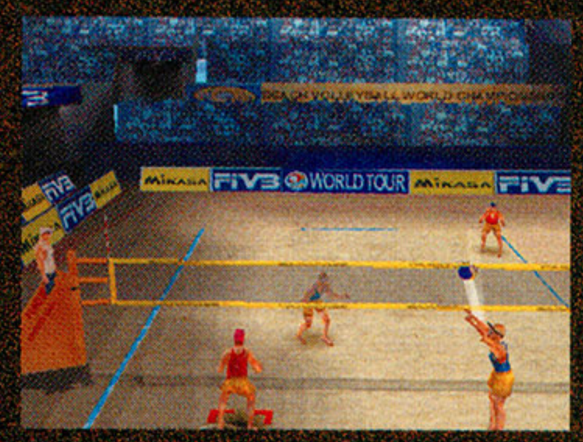

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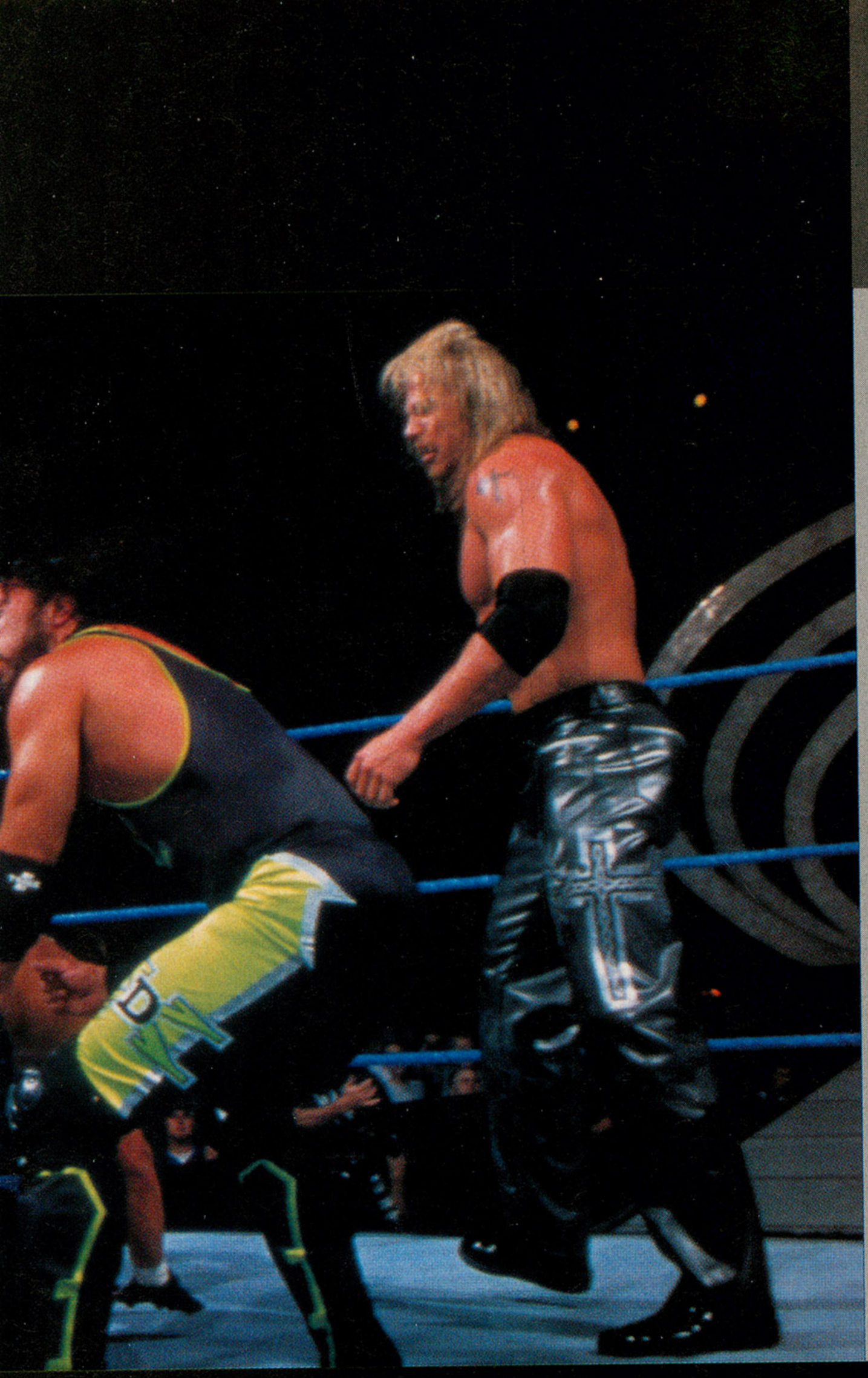
TEEN
T
CONTENT RATED BY ESRB

Animated Violence
Suggestive Themes

Sega Dreamcast.



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- ☑ Your apartment is furnished with metal chairs and cheap buffet tables.
- ☑ You give your girlfriend the "stinky-face."
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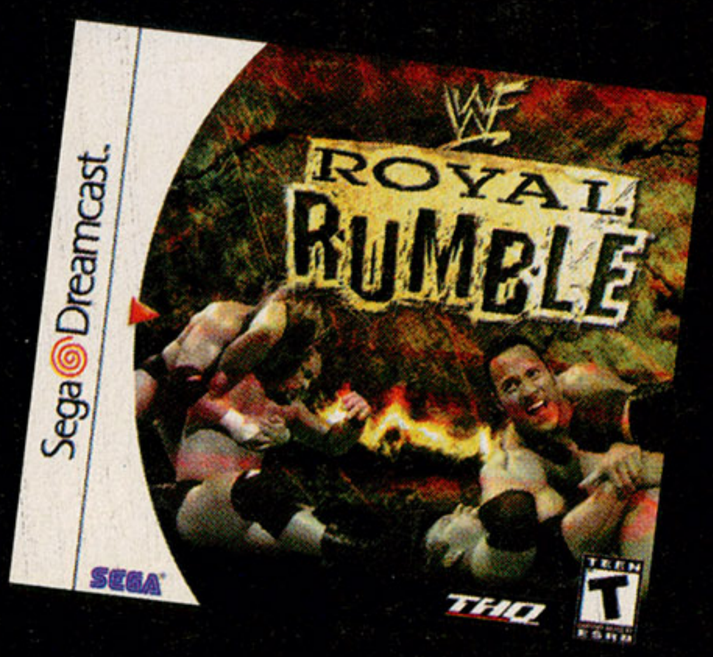
- ☑ Finally having a WWF game for your Sega Dreamcast brings a tear to your eye.



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TEEN T CONTENT RATED BY ESRB — Animated Violence, Animated Blood

Dreamcast. GAME BOY COLOR. PlayStation. PC CD ROM. REBELLION.

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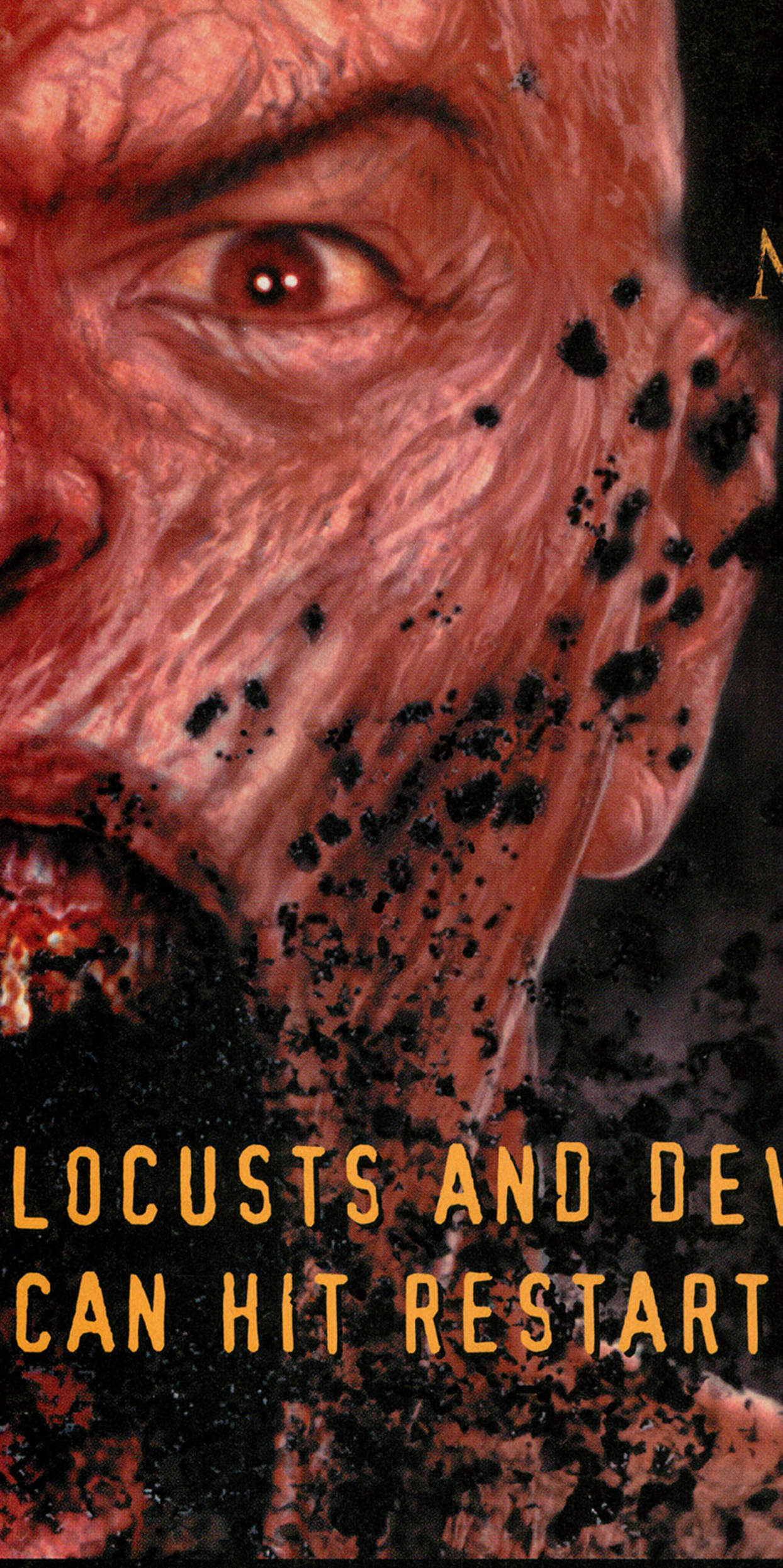

LOCUSTS AND DEVOUR THE FLESH
CAN HIT RESTART.

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PLATFORM
Nintendo 64

THE LEGEND OF ZELDA
MAJORA'S MASK

THE LONG-AWAITED sequel to The Legend of Zelda: Ocarina of Time has finally arrived. Mixing old and new features, Link has never looked so great—even if Majora has some minor setbacks—and fans of this legendary series won't be disappointed.

Finding Epona is only the start of Link's gigantic adventure in Majora's Mask.

Moonbeam Link

Taking place a few months after the end of Ocarina of Time, Link leaves Hyrule on his horse, Epona. While traveling through a forest, Link is attacked and Epona is taken away by a Skull Kid who's wearing a weird-looking mask. Link pursues his abductor into an alternate world called Termina, which he soon discovers is endangered by a falling moon. From here, Link begins his adventure in which he has only three days to save Termina and find and defeat the mysterious character that stole Epona.

PROTIP: The Cucco Shack in the Romani Ranch: If you use the powers of the Bremen Mask on the chicklets, you'll receive the Bunny Hood.

Each day in Termina is about 20 minutes of gameplay, which gives Link about one hour until doomsday. By playing his trusty ocarina, however, Link can travel back in time to restart the first day without losing items that he's collected—so you can count on hours of continuous action. In fact, learning and playing melodies, like in the previous Zelda game, is an important part of Majora's core play. One drawback to starting the first day over, though, is that you must defeat the big bosses again if you want to go back and explore a particular area. There's a lot to cover in each area, so this becomes extremely annoying.

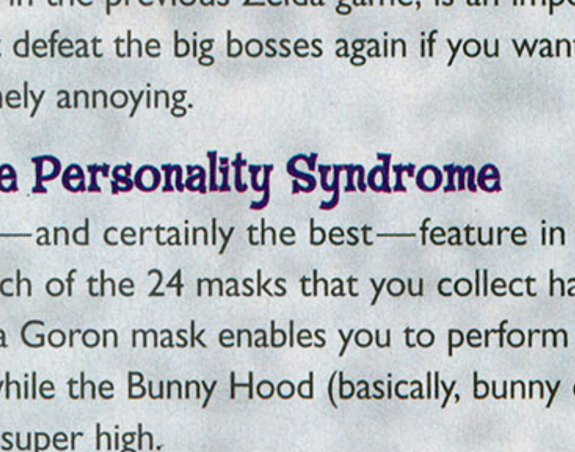
PROTIP: In Snowhead Temple, jump toward the ice on the wall–you'll go right through and find a stray fairy.

Multiple Personality Syndrome

The new—and certainly the best—feature in Majora is the ability to wear masks. Each of the 24 masks that you collect has its own unique power. For instance, a Goron mask enables you to perform a deadly roll and move heavy objects, while the Bunny Hood (basically, bunny ears) lets you run super fast and jump super high.

Along with pulling off Link's moves, controlling the diverse aspects of each vizard is simple. The same intuitive targeting system and easy-to-use menus have been retained from the first Zelda 64 game, enabling instant action without any risk of fumbling challenges or drawing out the wrong weapon to thwart attacking enemies.

PROTIP: Take a picture of the Deku King to win the photography contest.



PROTIP: As Link, talk to the traveling musician, who can be found only at nighttime at the Laundry Pool. He'll give you the Bremen Mask.

BY FOUR-EYED DRAGON

- Published by Nintendo
- $59.99
- Available now
- RPG
- 1 player
- Requires Expansion Pak

EVERYONE E

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	5.0	4.5

What's Behind the Mask

Majora displays true visual excellence. You'll explore a huge, detailed world full of friendly faces and a variety of monsters that will stop at nothing to get rid of you. Character animation is fluid, and the special effects—like blowing fire, rippling water, and shaking ground—are simply breathtaking. As expected, you'll have to wander around an area more than once in order to notice everything—there's just too much to see.

What's more, the soundtrack excels with an earful of harmonized effects and melodies. Familiar tunes from Ocarina of Time, along with other nicely done music, play in the background to complete the ambiance perfectly. And the sound effects are truly exceptional: Everything from clashing weapons and weird creature moans to torches being lit to splashing water follows your every step.

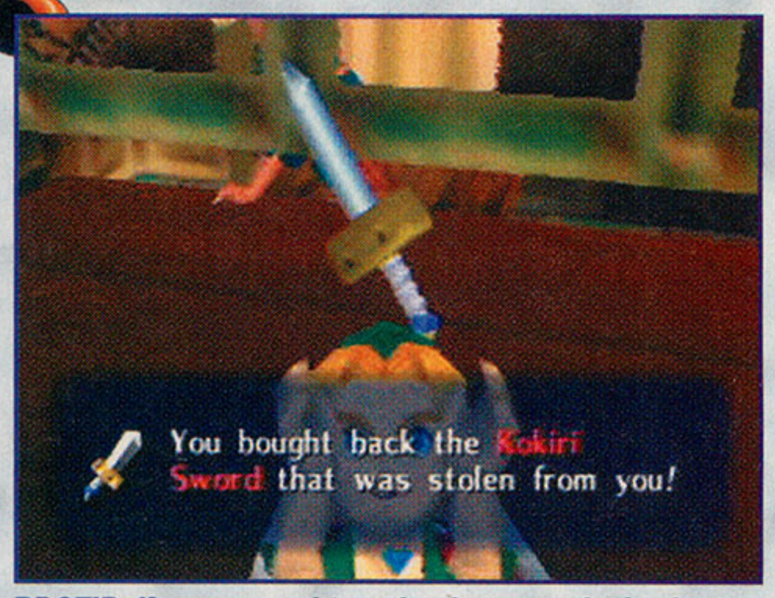
PROTIP: At Goron Village, follow the fallen owl feathers to reach the shrine.

The Celebrated Legend Continues

Unfortunately, Majora has a few small flaws. Slowdown occurs when too much action is going on at once, and the tunes can become annoyingly repetitive—especially in areas where you're having a lot of trouble. The worst part of Majora is its uncompelling story line. Instead of a deep, enthralling narrative—a trademark of other Legend of Zelda games—Link is challenged to solve a myriad of mini-mysteries that don't necessarily connect to his overall goal.

Aside from these petty blemishes, Majora is a role-playing masterpiece, effectively blending visual eye candy, great sounds, and a cool gameplay concept that uses masks. Without a doubt Majora's Mask proves that The Legend of Zelda series is still thriving after more than a decade. N64 owners shouldn't miss out on this one.

PROTIP: Need some extra money? Music notes are inscribed on the outside North Clock Town wall–play the notes correctly to receive some gems.



PROTIP: If your sword is stolen by a sneaky bird, you can find it at the Curiosity Shop (West Clock Town), but you must pay for it to get it back.

PROTIP: Once you find Koume in the forest, return to the witch's magic shop to retrieve medicine for her.

PROTIP: When playing Hide-And-Go-Seek, shoot a bubble at a running kid so you can catch him.

PROTIP: Play the Song of Healing for Mikau after rescuing him from the bay. He'll leave behind the Zora mask.

PROTIP: To get to the last boss in Snowhead Temple, punch out one of the lower blue sections of the pillar, then punch out both of the top blue sections, then take out the last lower section.

PROTIP: If you need to descend from a cliff or a high place quickly, just jump. At worst, you'll lose a heart, but that can be replaced easily by finding energy, by combing the brush, or by breaking a vase.

PROTIP: As a Goron, move the tombstone of Darmani to reveal the Hot Spring Water.

GRAPHICS 4.5

Despite some slowdown during high onscreen activity, everything from large, vivid areas to incredible character details shine throughout. Outstanding visual effects will have your eyes popping in awe all the way to the end.

SOUND 4.5

A slew of sensational sound effects burst with clarity and sharpness. Well-orchestrated music, which fans of the Zelda series will recognize, plays smoothly in the background—though it may become repetitive at times.

CONTROL 5.0

Shucking menacing creatures is no problem with the easy-to-use controls. Even though Link turns into diverse forms, you'll be performing unique attacks and moves without any trouble.

FUN FACTOR 4.5

The sequel to Ocarina of Time is worth the wait. While the story line could've been more enthralling, Majora's Mask is still an epic journey, combining top-notch graphics, sound, and control with a unique style of gameplay. This is the best RPG for the N64 yet!

PLATFORM
PlayStation 2

Summoner

BY UNCLE DUST

- Published by THQ
- $49.99
- Available now
- Role-playing game
- 1 player

T — TEEN — CONTENT RATED BY ESRB

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	3.5	4.0

THE PLAYSTATION 2 is rolling out a healthy lineup of RPGs at its launch, with Summoner leading the way. But even with the immense graphical power of the new system, Summoner's unique mix of console and PC RPG elements doesn't quite form a perfect union.

LET'S GO, FARMER JOE!

A war is brewing and Joseph, the lead character of Summoner, is caught right in the middle. A simple farmer born with the power to summon demons, Joseph is forced to lead a group of adventurers as they seek to accumulate several magical rings.

The story moves slowly—mostly thanks to the incredibly deep history of the land and characters presented in the game. You can go on dozens of sub-quests that sidetrack you from your main goal, but help you gather necessary experience and items. After your party of four is fully assembled, battles get more interesting and the game becomes much more intense as you connect the many dots of information you have received throughout your numerous quests.

PROTIP: The game's battle system makes it hard to win if you're outnumbered, so save frequently until you build a larger party because random battles will often kill you.

PROTIP: Always play as Joseph in combat, as his array of magical spells and his ability to summon make him by far the most important and powerful character in a fight.

PROTIP: Always keep Joseph equipped with a summoning ring. Doing so will raise the power of the creature he summoned with the ring.

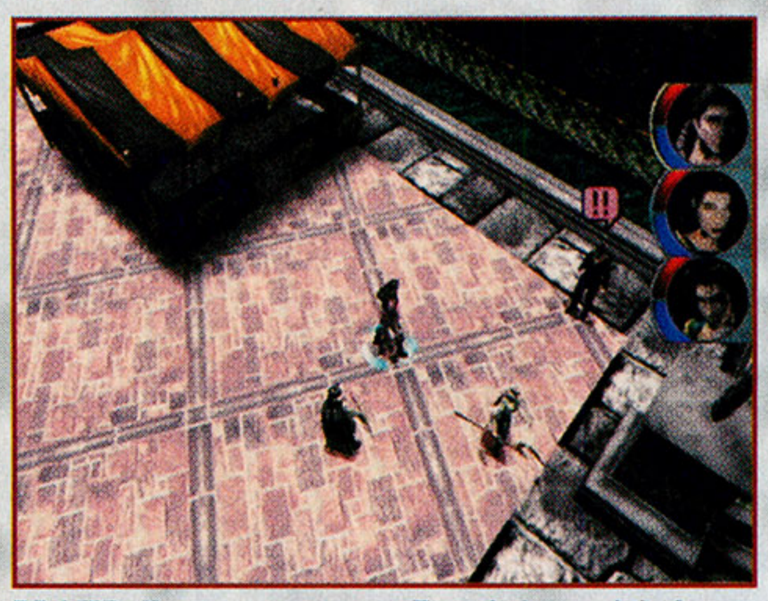
PROTIP: Slowly approach enemies until they're in range of your magic. But don't throw fireballs at close range—the fire will also damage your own party.

THE WORLD IS A BIG, SCARY PLACE

Graphically, Summoner presents a world bigger than just about anything presented in a console game before. This is good and bad—good because there's lots of cool scenery to explore, bad because the huge world can be a repetitive place that forces you to trek back and forth for several minutes to accomplish simple goals. Short draw-in distance and long load times are another annoyance. Character design is well done, but personages look rather lifeless up close.

The game's soundtrack is a fine mix of orchestrated music with solid voice-acting and sound effects, which enhances both the action scenes and the story scenes.

Controls are the sticky spot for Summoner. While all the menus and commands are easy enough to find and use, they can be very cumbersome and awkward in the heat of battle with four party members and a summoned creature fighting at once. The real-time battle system is odd, with strange pauses and unwieldy A.I., which causes party members to run off when you need them or to randomly move or change targets. Also, spell-casting is unreliable at times, since you're stopped mid-cast if you get hit by a missile weapon.



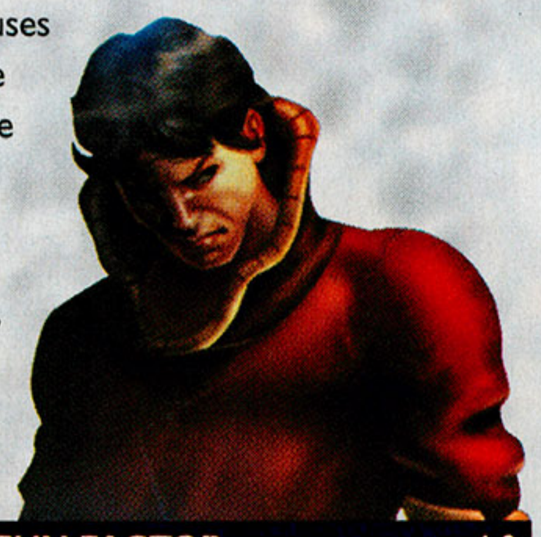
PROTIP: If you come across Torva's Lute while battling in the world map outside Lenele, immediately return to the Marketplace, find Torva, and receive a whopping 125,000 gold pieces.

PROTIP: The game's maps are so mammoth, and the game has so many side-quests, that you should sketch maps and write down the names and locations of characters who give you new objectives.

Learn to master your power of summoning and turn your curse into the power that saves your world in Summoner.

A GOOD START

Summoner is a good start for PS2 RPGs, but lacks the polish, artistry, and refined story line of some recent PlayStation RPGs. It delivers a deep story, however, and a unique game engine, and should give you weeks, if not months, of adventuring on your brand-new PS2.



GRAPHICS 4.5

Summoner has an impressively mammoth world, filled with awesome architecture and cool characters and monsters. But the short draw-in distance, combined with awkward camera angles, makes gameplay confusing at times.

SOUND 4.5

A mixture of good voice-overs and well-placed music nicely complements the game's story. The audio will keep you engrossed from start to finish.

CONTROL 3.5

The unique game engine mixes action with turn-based elements. But the real-time battling is hurt by awkward pauses and confusing A.I. Also, it's too easy to lose a spell in mid-cast.

FUN FACTOR 4.0

Summoner's story is rich and deep, with an incredibly detailed history created for the game. It moves along slowly, however, and can drag because of side-quests and the slowness of travelling in the world.

BY JAKE THE SNAKE

- Published by Activision
- $49.99
- Available now
- Role-playing game
- 1 player

T for Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.0	3.5

PLATFORM
PlayStation 2

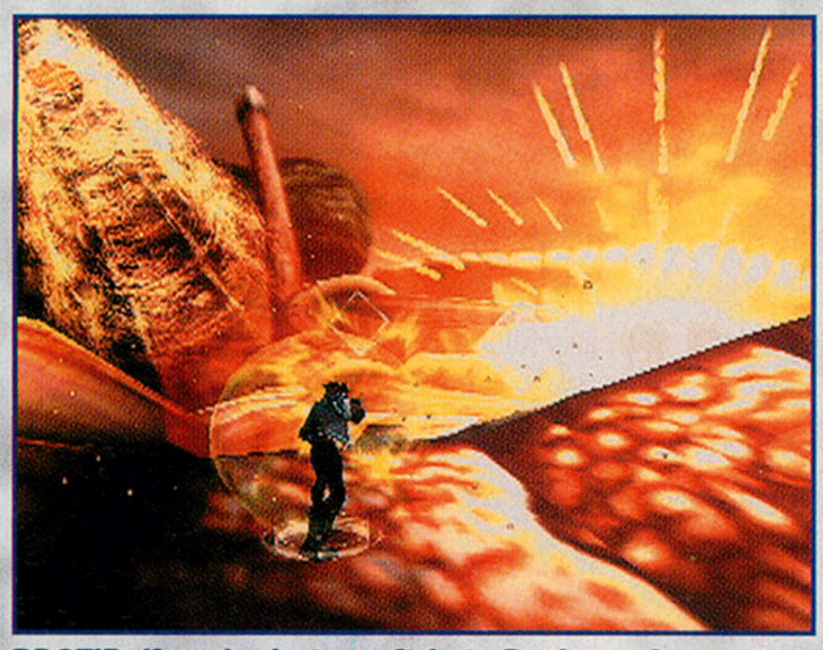
PS2

BASED ON THE anime TV series, Orphen is a light, amusing role-playing/adventure game with a cool real-time battle system, but a lackluster 3D-adventure mode.

Spell Bound

You play as Orphen, a smartass, wannabe-teen-idol sorcerer (who is, yes, an orphan). The game starts on a sailing ship that's attacked by a sea monster and mysteriously diverted to Chaos Island. You do your traveling in a Tomb Raider–style 3D mode as you solve token puzzles, avoid booby traps, pick up items, and talk to people. Moving around is easy in this mode, yet the environments are uninspired and surprisingly rough for a PlayStation 2 game.

You have two sidekicks: your apprentice named Magnus and a girl named Cleo. The constant bickering and teasing between them and Orphen is hilarious at times thanks to effective voice-acting. Three other heroes can join your party: a tough mercenary, a dancer, and a young musician. The story puts you in control of each of them at various points—you never control your whole party at once, though your comrades will fight by your side. The path you take off Chaos Island depends on which of the three characters you choose for your party, which essentially makes Orphen three short games in one.

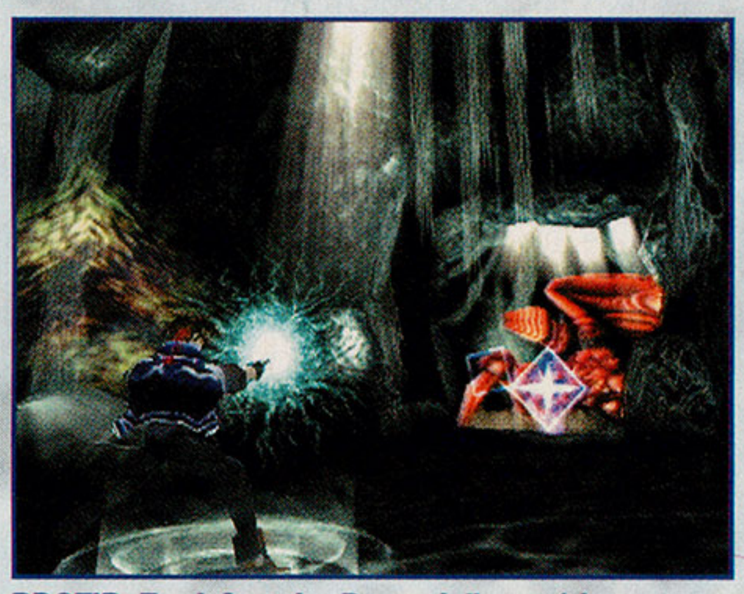


PROTIP: If you're losing a fight in Battle mode, press Start to pause, then choose to change your equipment. When you return to the game, the battle will restart.

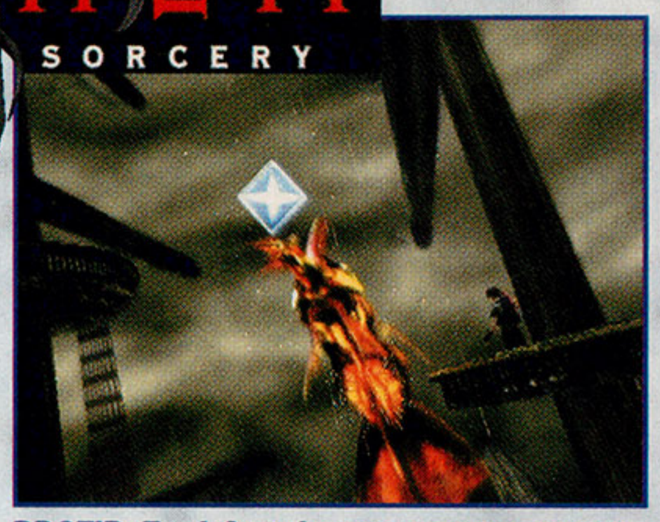
ORPHEN
SCION OF SORCERY

The Smoke of Pain

While the adventure mode is mediocre, the real-time battle mode is unique, challenging, and looks great. As Orphen, you target monsters, then charge and cast strangely named spells—the Hand of Pyro, the Bolt of Thunder, the Smoke of Pain. The longer you charge, the stronger the spell—but also the more likely you'll be hit by the enemy. The fighting isn't twitchy, but requires finding the most effective spell and precise timing to execute the correct pattern of attack and defense.



PROTIP: To defeat the Doppelgänger (shape-shifter), use and hold the Armor of Purity just before he attacks. Then repeatedly attack him with short bursts of the Bolt of Thunder, but only when he's in the shape of the Lizardman or you'll hurt yourself.

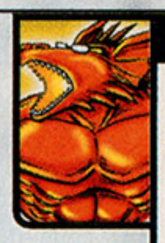


PROTIP: To defeat the sea monster, repeatedly use the Hand of Pyro spell just as the monster leaves the water.

PROTIP: To defeat the giant-spider boss, charge the Bolt of Thunder, then wait until he's not red to unleash the spell–if you time it right, he'll never be able to spin his web shield.

▶ PROTIP: Think before allowing a character to join your party. Whomever you choose will lead you on a different path through the game.

Orphen has plenty of eye candy in battle mode and a good story, but it's really an RPG-flavored adventure game—there's no stat-building to suit hardcore dungeon hacks. Still, Orphen is fun and sometimes challenging and should appeal to casual role-playing gamers and fans of the TV series.



BY FOUR-EYED DRAGON

- Published by Namco
- $39.99
- Available now
- Action/RPG
- 1 player

T for Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	3.0	4.5	2.5

PLATFORM
PlayStation

PS

SADLY, DRAGONS ARE the menace to society in this medieval world, as you must slay the awesome scaled creatures and their evil minions. Controlling one of nine characters, you have a sharp sword and powerful magic to ward off enemies, and you'll meet many victims affected by dragon assaults.

The worst part of Dragon Valor is its linear gameplay. Playing more like an 8-bit platform game, the quest doesn't allow you to explore 3D worlds, and the puzzles are unchallenging—it's more of a hack-n-slash side-scroller than an enthralling RPG. Moreover, the graphics are choppy and the soundtrack is uninspiring. The best feature is the game's controls, which are intuitive and easy to learn.

With dismal features and an unexciting story line, this is one RPG that doesn't have any valor to its name.

DRAGON VALOR

PROTIP: Perform a double jump, then press R2 for a fierce aerial sword attack.

PROTIP: You can disarm a mine just by swinging your sword at it–but keep your distance until the explosion is over.

Skies of Arcadia

BY FOUR-EYED DRAGON

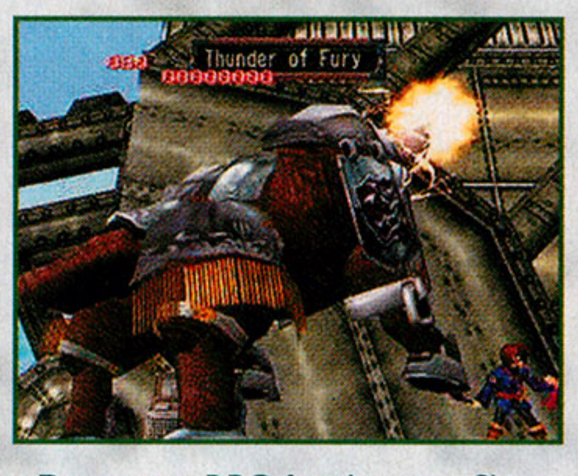
- Developed by Over Works
- Published by Sega
- Target release date: November

DREAMCAST

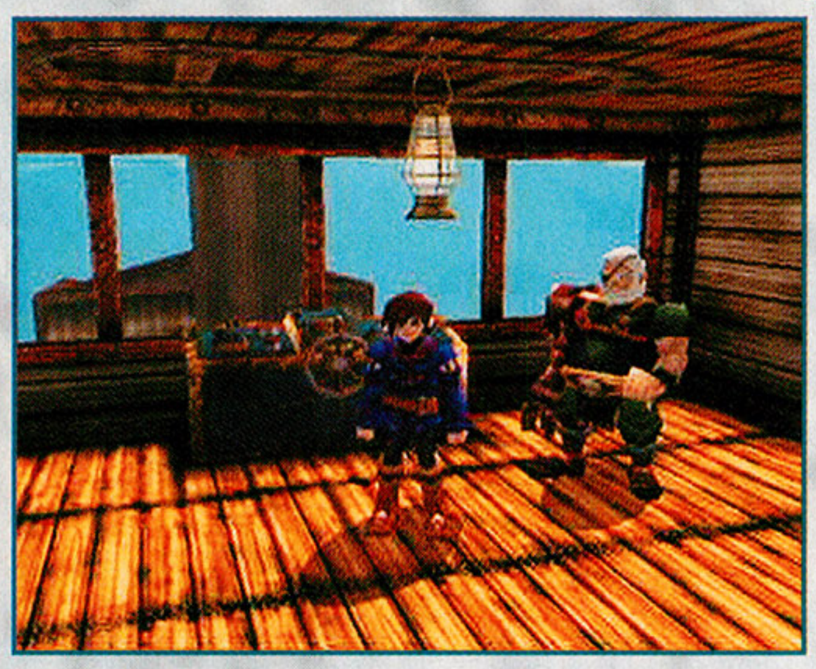
HANDS-ON

The Sky's the Limit?

In a world of mysticism, nobility, and pirates, where people live on floating islands and powerful ships govern the sky, a young hero named Vyse exists. One of the noble Blue Rogues, Vyse must journey uncharted skies, seeking and destroying the evil that plagues his homeland, while solving the mystery behind a young girl named Fina.

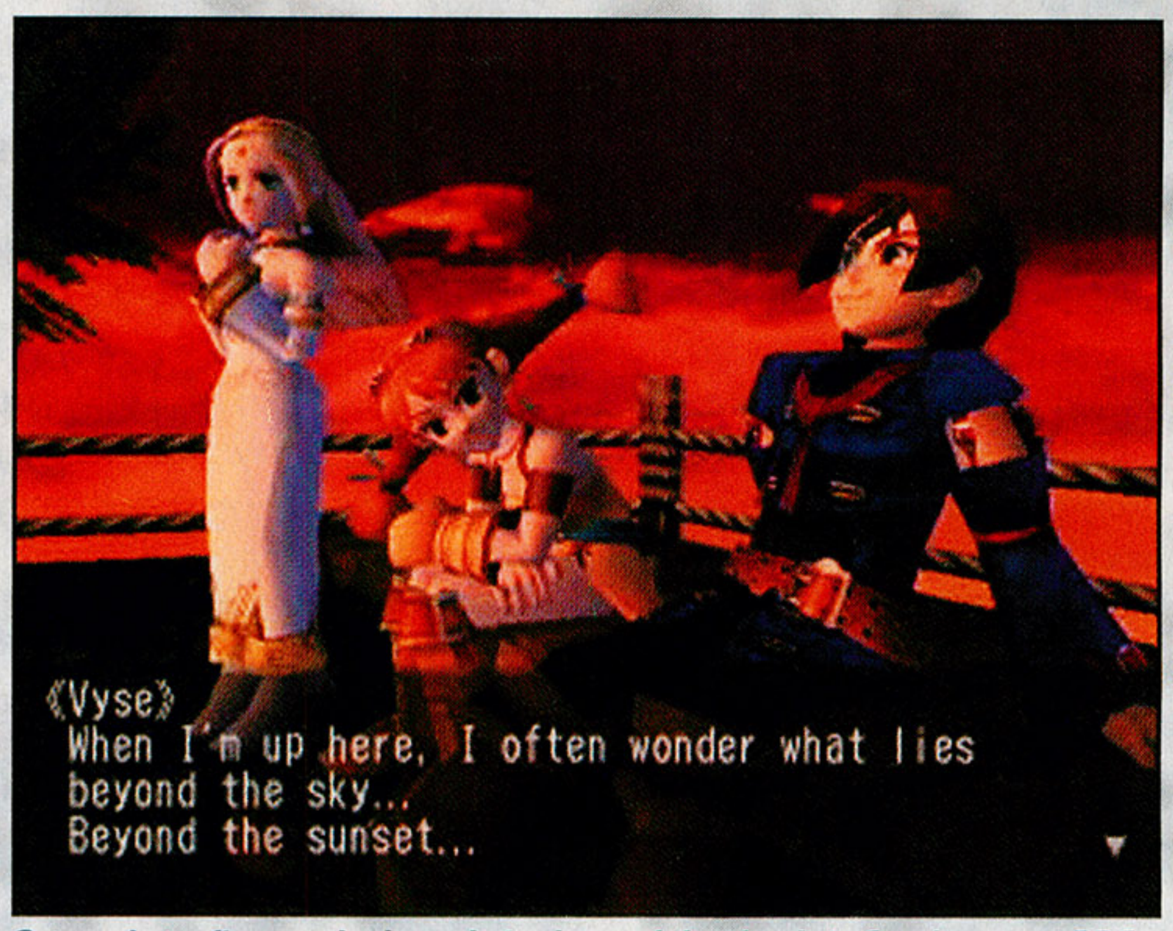


In what Sega hopes to be the marquee Dreamcast RPG for this year, Skies of Arcadia will contain six enormous lands, with various landscapes and environments to explore. Having complete control of Vyse and his party, you'll be able to use over 70 weapons and 36 magical skills against weird monsters and villainous personas in turn-based battles. You'll also be able to change the "element" of your weapon—fire, ice, earth, etc.—on the fly to obtain maximum strength when on the offensive.



Perhaps the game's most unique feature will be the ability to own, customize, or travel in one of 80 sky ships. The design of each vessel will be based on the actual boats used during the great voyages of discovery in the 16th Century; and each of these historic craft will carry up to 15 crew members, whom you'll have to micromanage to defend against warring ships.

For more info on Skies of Arcadia, go to gamepro.com!



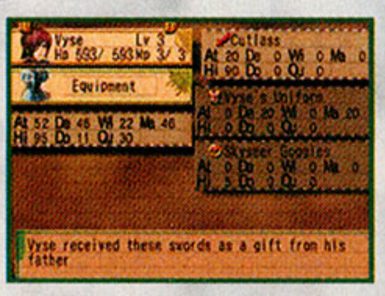
Get ready to discover the boundaries beyond the clouds in Sega's newest RPG, Skies of Arcadia.

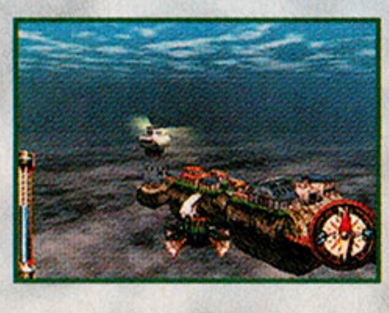
Flying to New Heights

In the preview version, Skies of Arcadia looked great. Attention to detail prevailed in every aspect—from well-animated characters and sharp backgrounds to stunning special effects during fights. You may take a little while to learn and manage everything in the menus, though, which contain health, magic points, weapons, equipment, and more.

Nevertheless, with a lack of any really strong Dreamcast RPGs, Skies of Arcadia could become the epic adventure that Sega so badly needs.

SKIES OF ARCADIA





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AND RIGHT

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MATURE M CONTENT RATED BY ESRB

Animated Blood and Gore

Animated Violence

PlayStation

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PlayStation

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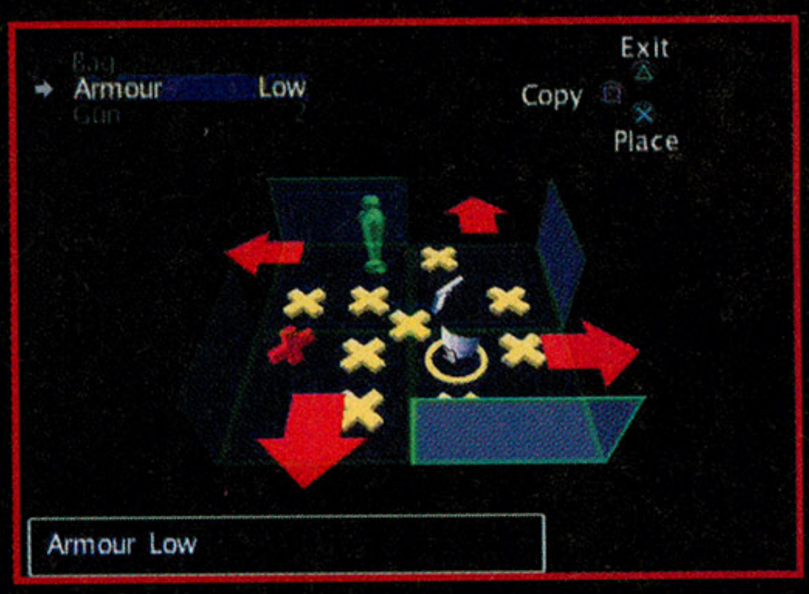

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DINO CRISIS 2

The dinosaurs return for another round of survival/action mayhem. In this Pro-Strategy guide, we give you a complete walkthrough of the game and show you the location of all 11 Dino Files.

By Major Mike

Odds and Ends

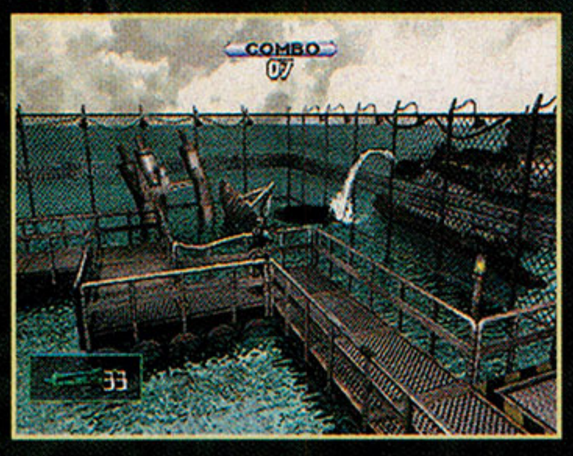
"Attractive" Bleeding

Some dinosaur attacks can make your character bleed. When this happens, your Vitality bar stays red, and your health slowly drops. Certain health items can stop the bleeding; if you can't stop it, you'll attract flies that inflict additional damage. You can slash these flies out of the air with Regina's Stungun or Dylan's machete—don't waste ammo by trying to shoot or torch these pests.

Off-Screen Aiming

Because Dino Crisis 2 uses prerendered backgrounds with fixed camera angles, it's difficult to see approaching dinosaurs. If you hear any strange noises (like rustling leaves or footsteps), stop moving, press and hold Aim, and then rapidly tap the Change Target button. If the onscreen character pivots while you tap the button, you'll know there's a live dino in the area.

Combos



To start a Combo, you must kill dinosaurs in a limited amount of time. As the game progresses, you can purchase the EPS Silver Card that allows you to continue a Combo for longer periods of time.

Dino Files

You can collect 11 Dino Files in the game. These files provide valuable information on the various dinosaurs that you encounter in the game. Collect all 11 files for a special surprise.

No Damage Bonus

Sure, scoring high-hitting combos has its rewards, but the best way to rack up Extinction Points is by passing through a dino-populated area unscathed.

Normal Mode

This ProStrategy Guide assumes you are playing in the game's Normal mode. The Hard mode for Dino Crisis 2 features tougher dinosaurs, very few health items to collect, and costlier items for purchase.

Directions

For directions, this ProStrategy Guide uses east, west, north, and south instead of right, left, up, and down. A compass can be found next to each map. To access the map of your current location during the game, press L2.

Dealing with Dinos

Counter

One flashy way to repel dinosaurs is with a Counter. A Counter occurs when an attacking dinosaur is hit at the apex of its attack. If you successfully counter an attack, you'll immediately go on the offensive. Each dinosaur has a vulnerable moment during an attack when it can be countered. Some Counters can kill a dinosaur outright.

Counter that Raptor!

A Raptor sees Regina, immediately thinks "lunch," and moves in for the kill. Regina sees the Raptor, immediately thinks "trouble," and readies her pistol ready.

The Raptor jumps at Regina. Regina waits until the dinosaur is at the height of its jump before knocking the beast out of the air with a single shot.

Regina now has the upper hand as the Raptor is knocked to the ground, temporarily dazed.

"Economy Combo:"

You can use two weapons simultaneously, which is handy if you're low on ammo. One convenient way to save precious bullets is with the "economy combo." An "economy combo" occurs when you use a firearm to knock a dinosaur off its feet, then finish it off with the Stungun or machete as the beast struggles to get back on its feet. However, some weapons require both hands to operate and therefore can't be used in an "economy combo."

"You Too Can Save Valuable Ammunition!"

A Raptor races at Dylan, expecting an easy kill.

Dylan shoots the dinosaur off its feet with a shotgun blast.

As the Raptor struggles to get back on its feet, Dylan runs over to the dinosaur and hacks it with his machete.

Stop! Dino Time!

Dino Crisis 2 is filled with different types of dinosaurs. Each type has unique behaviors, strengths, and weaknesses. Here's a breakdown on the most common dinosaurs that you'll encounter and how to deal with them.

Oviraptor

Oviraptors are small, move fast, and spit poison. The key to defeating these pests is to take them out as soon as they appear; if you try to run, they'll quickly catch up and knock you to the ground with a flying drop kick attack.

How To Deal With Oviraptors

Dylan: Pass through areas infested with these pests by equipping the Solid Cannon and repeatedly firing the weapon as you move.

Regina: Use a Heavy Machine Gun/ Firewall weapon combo. Use the Firewall to halt the beast's advance, then let loose with the Heavy Machine Gun.

Pteranodon

Pteranodons are flying dinosaurs that like to catch their prey off-guard with dive-bombing attacks. The key to dealing with these flying pests is knowing when to shoot at them. Wait until a Pteranodon hovers onscreen, then shoot it.

How To Deal With Pteranodons

Dylan: The Antitank Rifle and Solid Cannon are the most formidable weapons against Pteranodons.

Regina: The Heavy Machine Gun is effective, but the best weapon for shooting these winged dinos down is the Missile Pod.

Inostrancevia

Inostrancevia look like giant sabertooth lizards. These dinosaurs inhabit high-temperature areas and have a high resistance to flame attacks. They're slow-moving, very strong, and can inflict significant damage.

How To Deal With Inostrancevia

Dylan and Regina: Flip the Inostrancevia over with the Chainmine, then hit it with a powerful weapon, such as the Antitank Rifle or Heavy Machine Gun. If the beast is near a ledge and you hit it with the Chainmine, it will fall off the ledge into the abyss below.

Velociraptor

If a Raptor trio surrounds you, knock down the single Raptor with the Machete or Stungun, then run past it. When you're a safe distance away, take out the other two. The basic rule of thumb to adhere to when dealing with Raptors is: keep moving.

How To Deal With Velociraptors

Dylan: A shot at point-blank range with the Shotgun can kill a Raptor outright. To take out Raptors at long range, the Antitank Rifle is the weapon of choice.

Regina: The Hand Gun is effective at long and short range. Overall, the Heavy Machine Gun is probably Regina's most effective weapon against Raptors.

Allosaurus

An Allosaurus looks like a mini T-Rex. The sides and rear are its weak areas. Unfortunately, it takes a lot of ammunition to take an Allosaurus out during a head-to-head fight. It's possible to keep an Allosaurus at bay with carefully timed counter shots, but if you hit the beast enough times, his underbelly will turn red. While it's this color, you cannot counter the dinosaur's attacks, so stay away until it changes back to white. Also be wary of an Allosaurus's tail, which he can use like a whip. The most effective way to take the beast out is to use the environment to your advantage by standing on ledges of various heights. Allosaurus can hop between ledges, but it takes time and gives you an opportunity to score some hits before you have to move.

How To Deal With Allosaurus

Dylan: The Solid Cannon can keep an Allosaurus' snapping jaws away and inflict damage on the beast for an extended time. The most effective weapon to use against this creature is the Antitank Rifle.

Regina: Careful timing with the Hand Gun can take an Allosaurus down if you're able to successfully counter its attacks.

Tyrannosaurus Rex

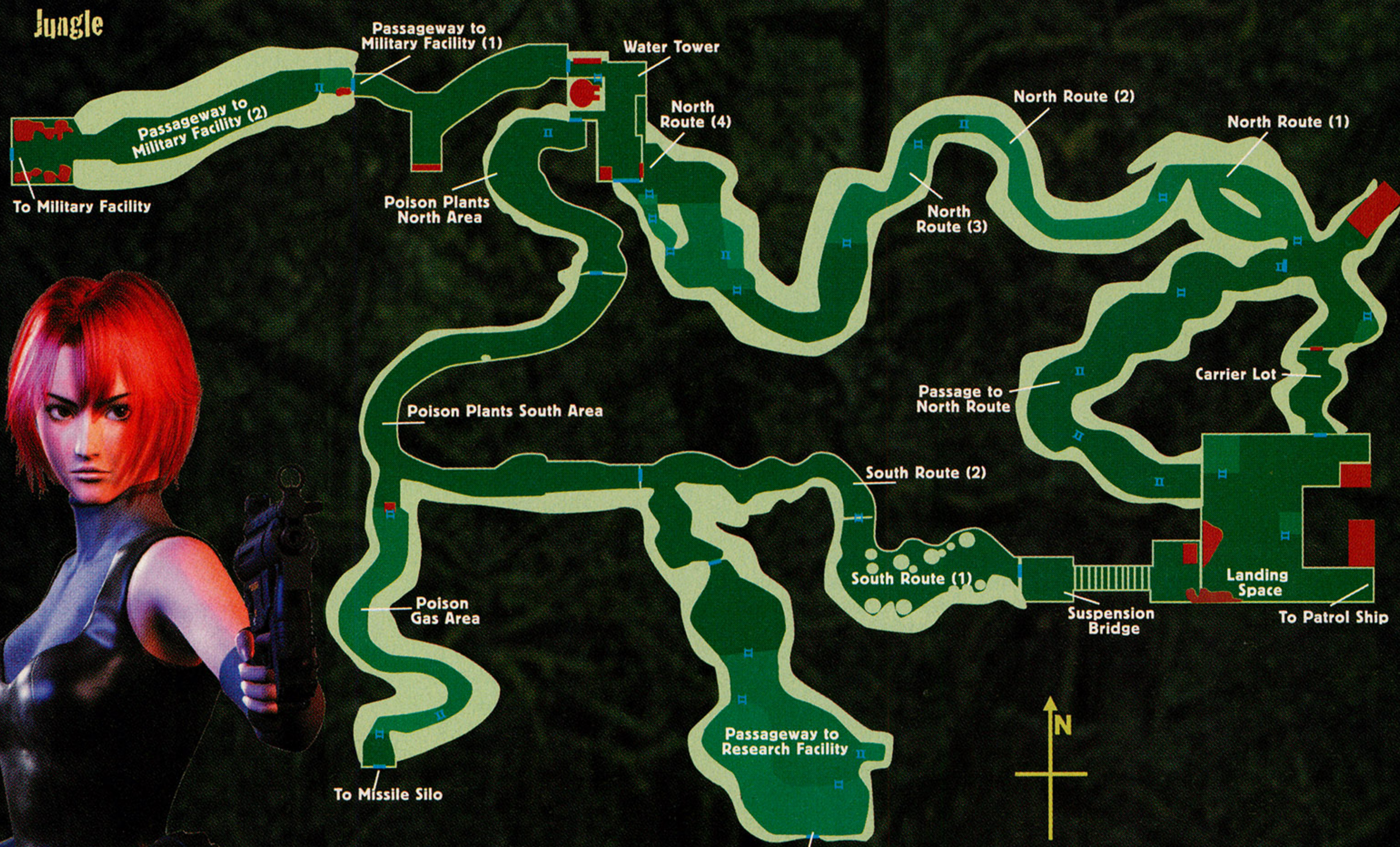
How To Deal With Tyrannosaurus Rex

Dylan and Regina: Run for your lives!

Giganotosaurus

How To Deal With Giganotosaurus

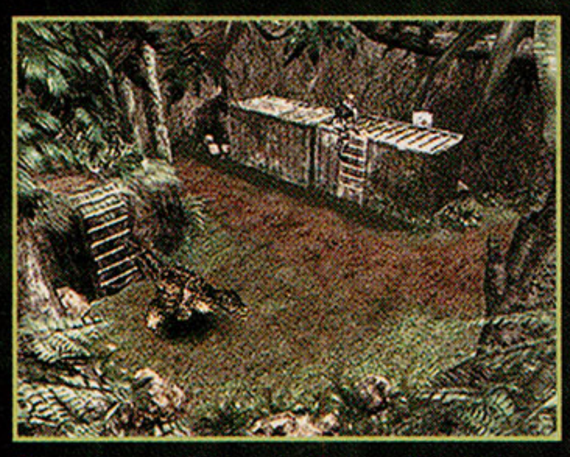
Dylan and Regina: Run even faster!



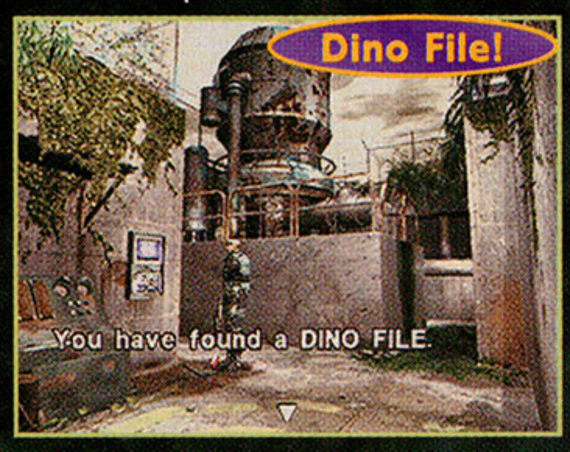
Jungle

Carrier Lot: As Dylan, the first order of business is to search the nearby corpse and snag the Med Pak S. You can't go south; instead go through the north gate that leads into North Route (1). Once you walk into the area, the dino assault begins.

You can score a Med Pak M from the northeast corner of North Route. Your destination is North Route (2) to the west.



Pass through North Route (3). When you reach Route (4), take the Med Pak S from the top of one of the giant containers and the Med Pak L from the top of the small hill.



Finally—a safe area with an Extinct Pt. Service machine. Recharge your shotgun and purchase the Solid Cannon. If you don't have enough Extinct Points for the Cannon, re-enter North Route (4) and take out some more Raptors until you accumulate enough Points. You can also find Dino File and a Resuc. Pak in the Water Tower area.

After making your purchases and collecting items, exit the Water Tower through the door along the west wall; the small door along the south wall is locked.

Passage to Military Facility (1): You can find a Med Pak M at the end of the short south passage.

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EVERYONE

Mild Animated Violence

CONTENT RATED BY ESRB

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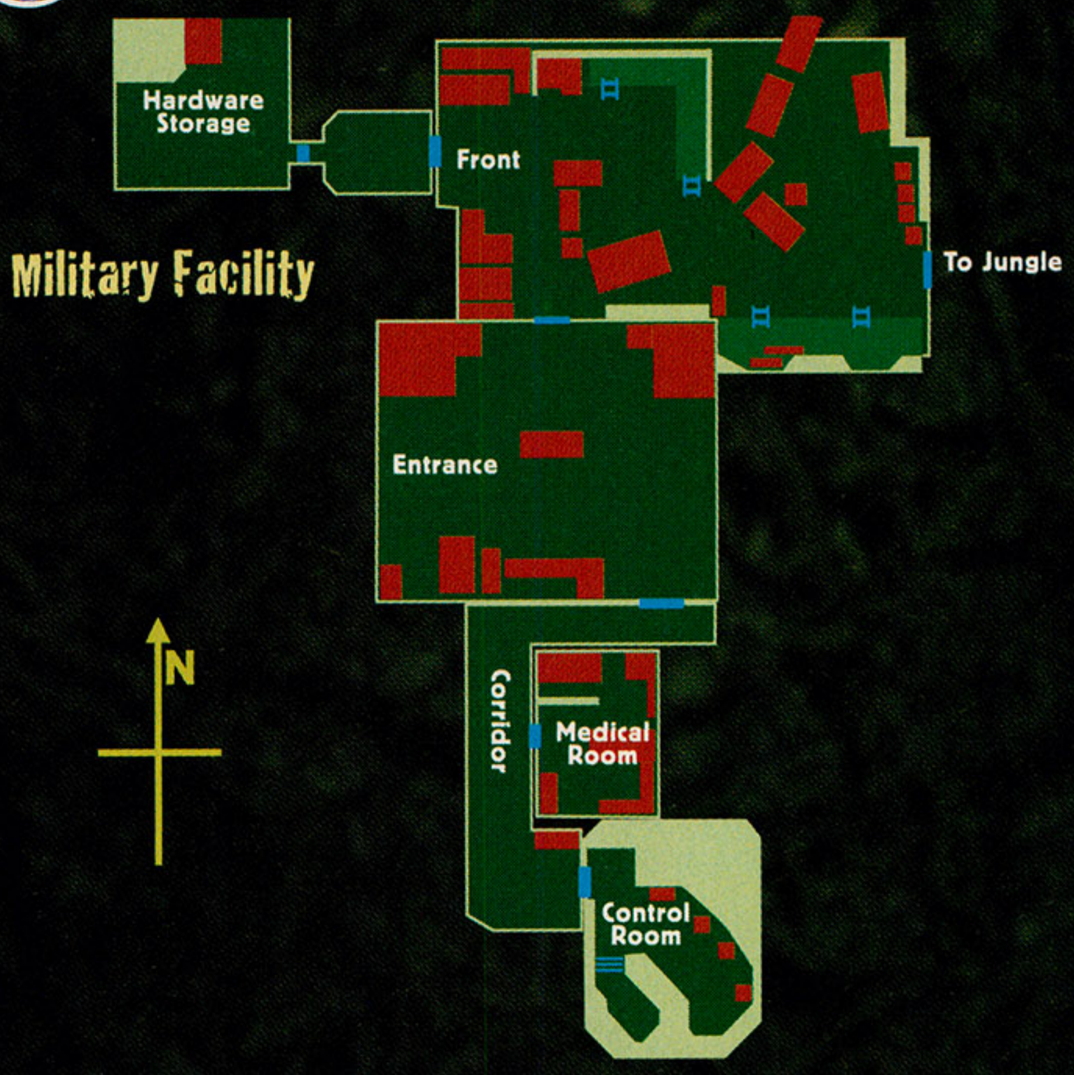
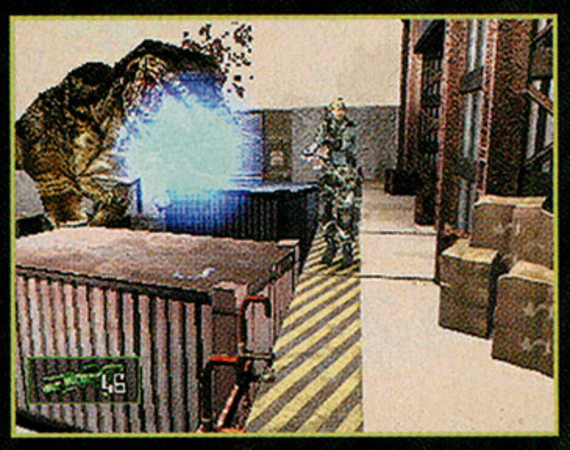


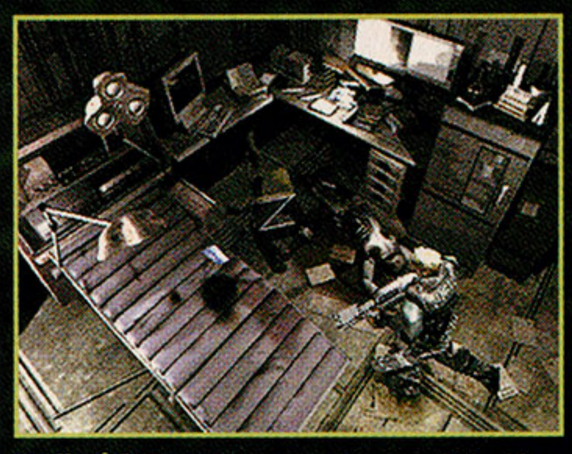
Military Facility



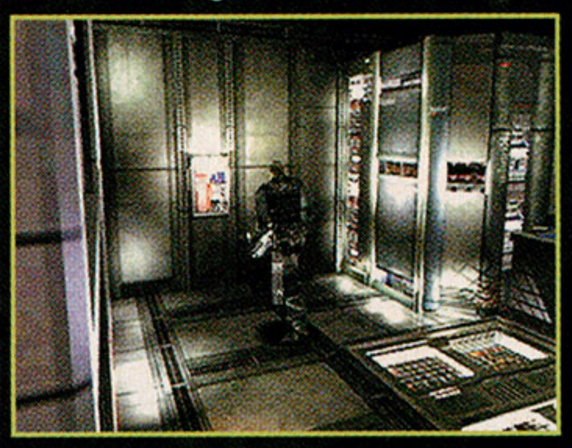
Front: Time to meet an old friend from the first Dino Crisis—the T-Rex! Forget about trying to kill him—you can't. Instead, equip the Solid Cannon and make your way to the door along the south wall. You can find a Med Pak L in this area.

Entrance: Take Dino File and exit the room through the south door.

Corridor: Forget about the door along the east wall at the south end of the passage—only Regina can open it (but you can find a Med Pak M by the door). Instead, pass through the other door along the east wall in the middle of the passage.



Medical Room: Take the Resuc. Pak, Key Plate, and Doctor's Papers file. You can also save your game and stock up on ammo and supplies. Your destination is now the Military Facility, Front—the door along the west wall.



Hardware Storage: Collect the Storage Room Items file and use the Key Plate on the panel along the west wall.

Suspension Bridge: Now it's Regina's turn. You can find a Dino File and a Resuc. Pak.

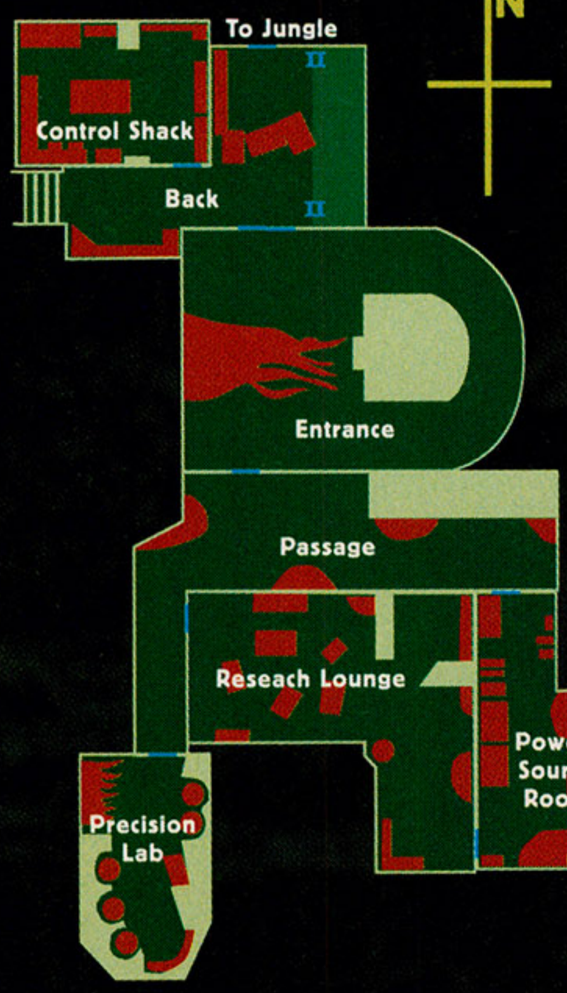
South Route (1): Be prepared for stiff Raptor resistance.

South Route (2): Exit the area through the south door—don't go through the door along the west wall.

Passageway to Research Facility: Strange, no Raptors. Don't drop your guard just yet. When you climb the ladder, you trigger a fight with an Allosaurus. You can either stand and fight, or flee through the south door. Fleeing is the easiest course of action, but you'd miss out on a big Extinction Point bonus.

There's a very easy way to down this dino. Simply stand on the first ledge so the Allosaurus can't get to you. When it jumps up on the ledge, go north and jump to the ledge below so the Allosaurus is on the ledge above you. Stay near the ladder and shoot the Allosaurus. When the beast jumps down to your level, immediately shoot it from behind, striking its weak spot. Climb the ladder; repeat the pattern and the Allosaurus will fall.

Research Facility



Research Facility

Back: You can find a Med Pak S at the west end of the area. Forget about the door along the south wall—only Dylan can open that door. Instead, head to the door along the north wall that leads to the Control Shack.

Control Shack: Take the Incineration of Plants file, and buy the Flame Launcher. You can also purchase a new sub-weapon, Firewall.

Remember the door along the west wall in South Route (2)? That's your destination. However, when you reach Passageway to Research Facility, you encounter a new dino—Pteranodon.

You can rack up some sweet Extinction Points by shooting these flying pests down. Go to the hill at the east side of the area and start gunning down the birds.

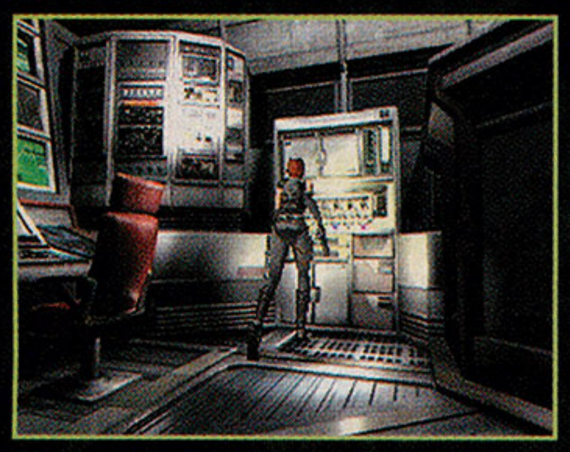
Poison Plants South Area: Equip the Flame Launcher and roast the poison plants. If you move fast enough, you'll rack up a 13-hit combo; but beware of the deadly spores these plants emit. If any spores touch Regina, she will die.

Poison Plants North: You can score an 11-hit combo on the poison plants. Unlock the door against the north wall—you've now created a passage to Water Tower.

Water Tower: Use the Extinction Pt. Service machine and check out the new weapon available for purchase—the Submachine Gun. Go through the door along the west wall and head to Passage to Military Facility (2).

Military Facility, Front: The T-Rex is gone, but several Pteranodons have taken its place. Pass through the door along the west wall.

Hardware Storage: Take the Key Plate, return to Military Facility, Front, and go through the door along the south wall. At the south end of Corridor, use Regina's Large Stungun to open the locked door.



Control Room: Take the Management of Keyplates file, then examine the panel along the south wall. Use the Key Plate, then press the blue button. Take the Key Plate, return to Hardware Storage, and use the Plate on the panel next to the locked door.

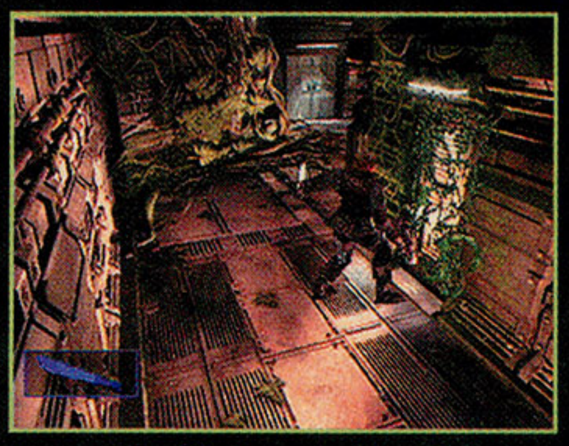
Patrol Ship: You can now purchase the Heavy Blade for Dylan's machete. Your destination is the Research Facility.

When you reach Landing Space, be prepared for an Allosaurus attack. You can defeat the beast the same way you did at Passageway to Research Facility.

Passage to North Route: Be prepared for another Allosaurus attack. After the battle, examine the water spring and then follow the leaf that floats from the spring. Examine the spot where the leaf stops and take the 3rd Energy Keycard.

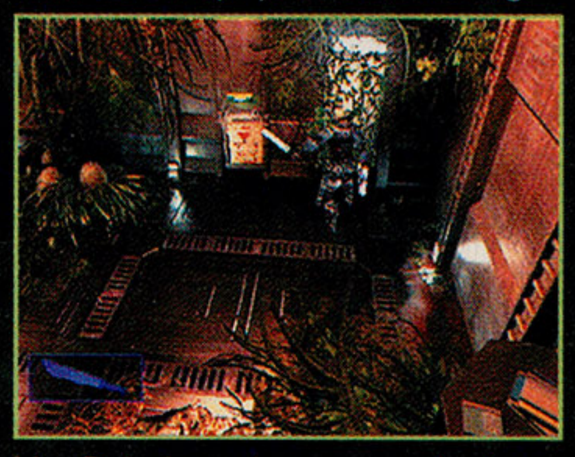
When you reach Research Facility, Back, use Dylan's machete to slice through the ivy that's grown over the door along the south wall.

Entrance: Here you're introduced to a new menace, the Oviraptor. Make your way to the door along the south wall and open it with the Research Facility Keycard.



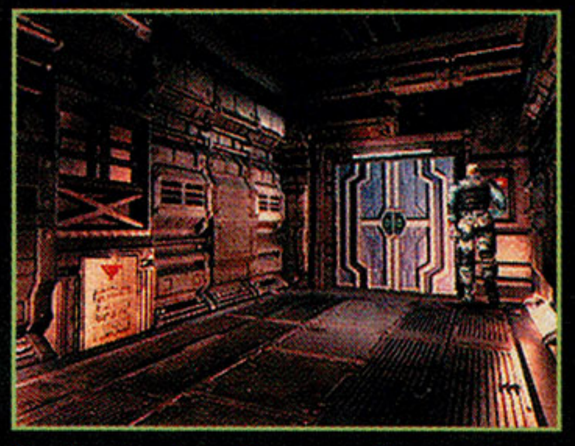
Research Facility Passage: Use Dylan's machete to open the door against the east wall at the south end of the passage. Enter Research Lounge.

Research Lounge: Take the Researcher's Notebook File and the Med Pak S. Close the ventilation shutters along the west and east walls, then open the metal cage in the northeast corner of the room. Check out the Extinct Pt. Service machine along the west wall, and inspect the two new items that are available for purchase. The EPS Silver Card gives you more time to rack up combo hits, and the Inner Suit keeps you from bleeding.

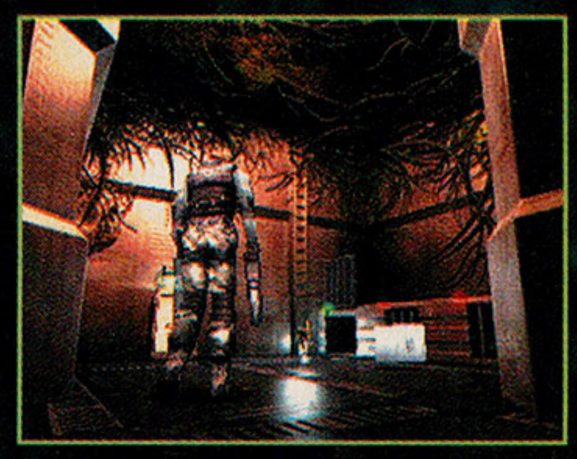


Use Dylan's machete to cut the ivy from the door along the east wall, then go through the door and into Power Source Room.

Power Source Room: Collect the Researchers Records File and then close the ventilation hole against the north wall. Go through the door against the north wall.



You're back in Passage. Go to the panel to the west of the door at the end of the long south passage and use the Research Facility Keycard.

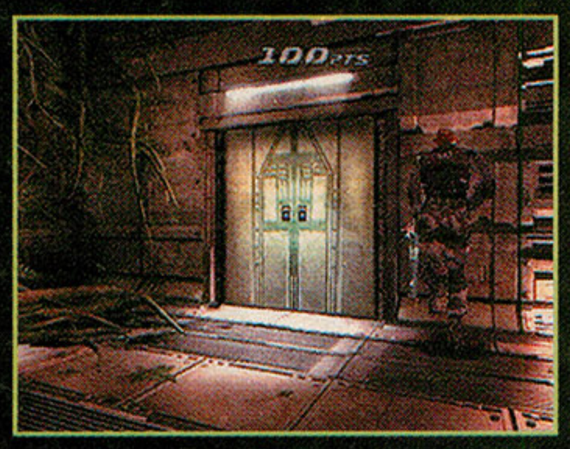


Chase the Compsognathus around until it runs inside the small opening against the south wall. If the Compsognathus runs into a corner, use the machete to shoo it out. When the Compsognathus runs into the small opening against the south wall, run into the Research Lounge and close the shutter against the north wall—trapping the Compsognathus in the room.

Chase the Compsognathus to the small cage in the northwest corner of the room and retrieve the Research Facility Keycard. You also get a new Dino File.

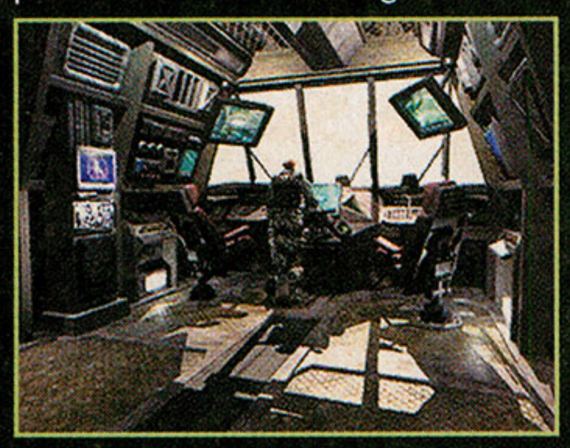
Return to Passage and use the Research Facility Keycard to open the door at the south end of the long passage.

Precision Lab: Take the Report on Unidentified Body File and the Starter Battery from the south end of the room. You can now restore power to the Patrol Ship, so hightail it back there.

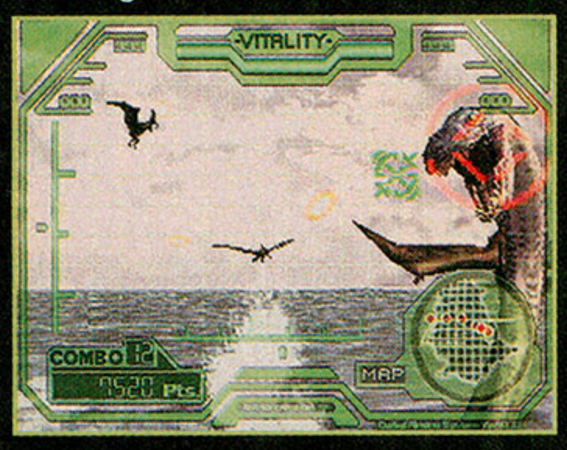


In order to exit Passage; use the Research Facility Keycard on the reader next to the door on the north wall.

Passageway to Research Facility: Be prepared for an Allosaurus fight.

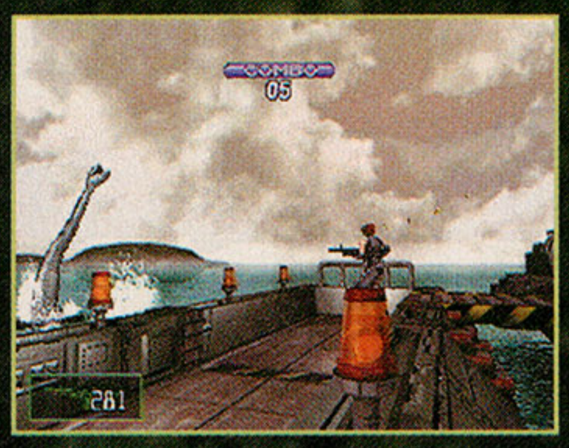


Patrol Ship: Examine the Navigation System and select 3rd Energy Facility as your destination. Time for some shooting.

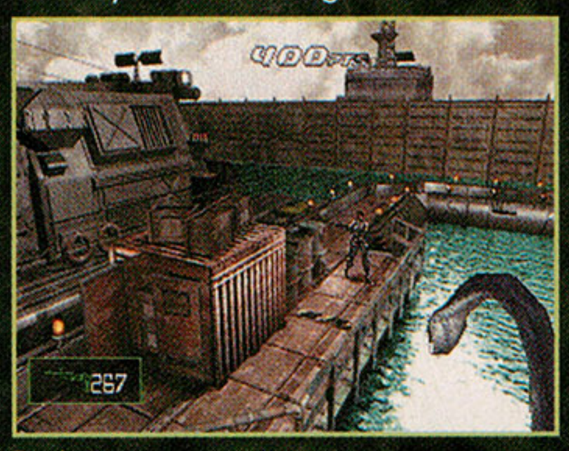


There are three waves of monsters to contend with during this sequence. To make quick work of the Plesiosaurus, shoot them in the noggin when they get close and a red cursor appears around their heads. After the Plesiosaurus, the Pteranodons attack, then both monsters attack at once.

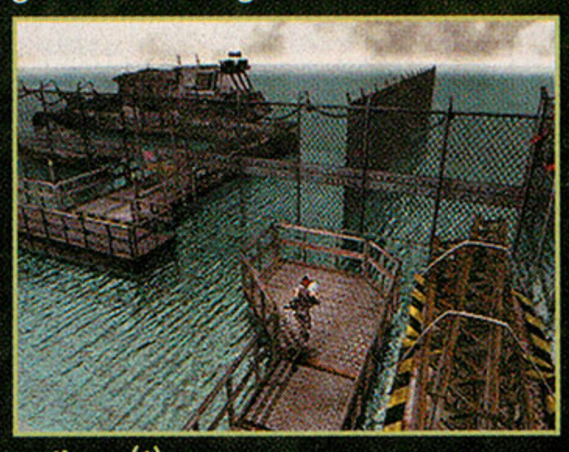
3rd Energy Facility



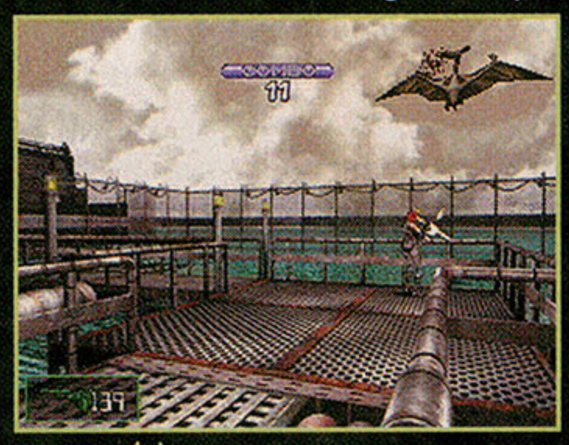
When you dock at the 3rd Energy Facility, some new items are available for purchase: the Heavy Machine Gun, Missile Pod, and Power Battery. Be sure to purchase the heavy Machine Gun if you have enough EP.



Dock: You can rack up some serious Extinct Points in this area because Plesiosaurus yield high points and regenerate at a high rate.



Walkway (1): You can find a Med Pak L at the east end of the long walkway.



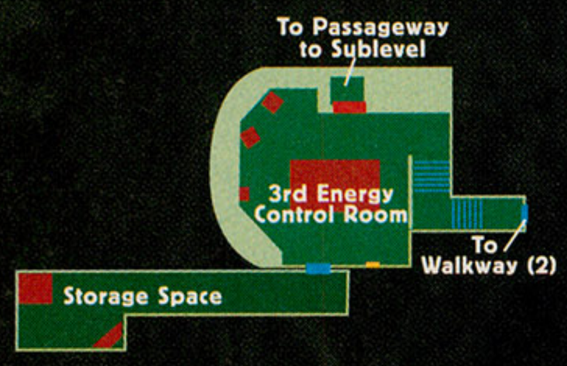
Walkway (2): Be prepared for a Pteranodon attack.

Storage Space: You can find a Dino File in the wrecked truck against the north wall. You can also find Soldier's Papers in the northeast corner.

Use the 3rd Energy Facility Keycard that Dylan found earlier to open the door along the east wall.

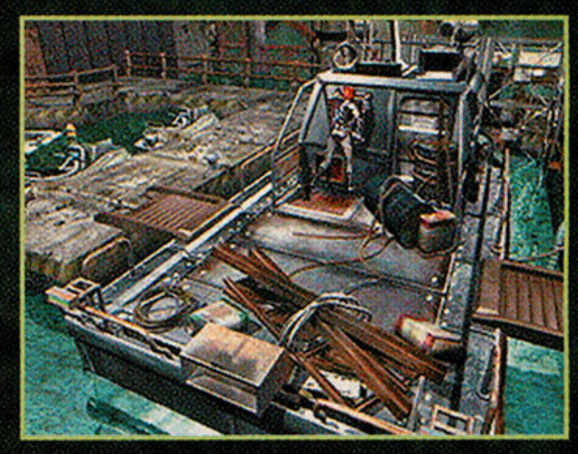
Walkway (3): Go through the door at the end of the catwalk.

3rd Energy Facility 2F

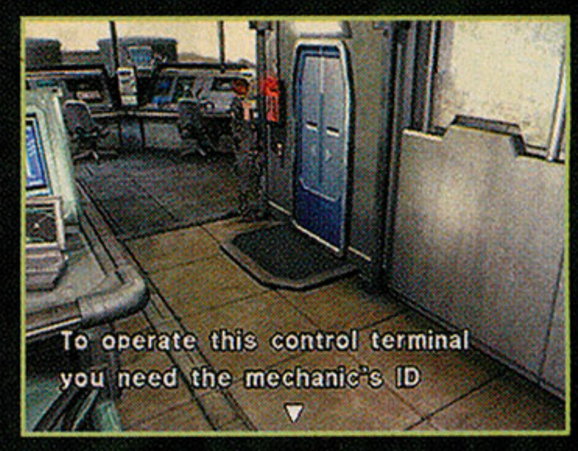


3rd Energy Control Room: Take the Key for the Box, Dino File, and the Manager's Diary file. Exit the room through the door on the south wall. Forget about the elevator door along the north wall—you need to collect two items before you can open it.

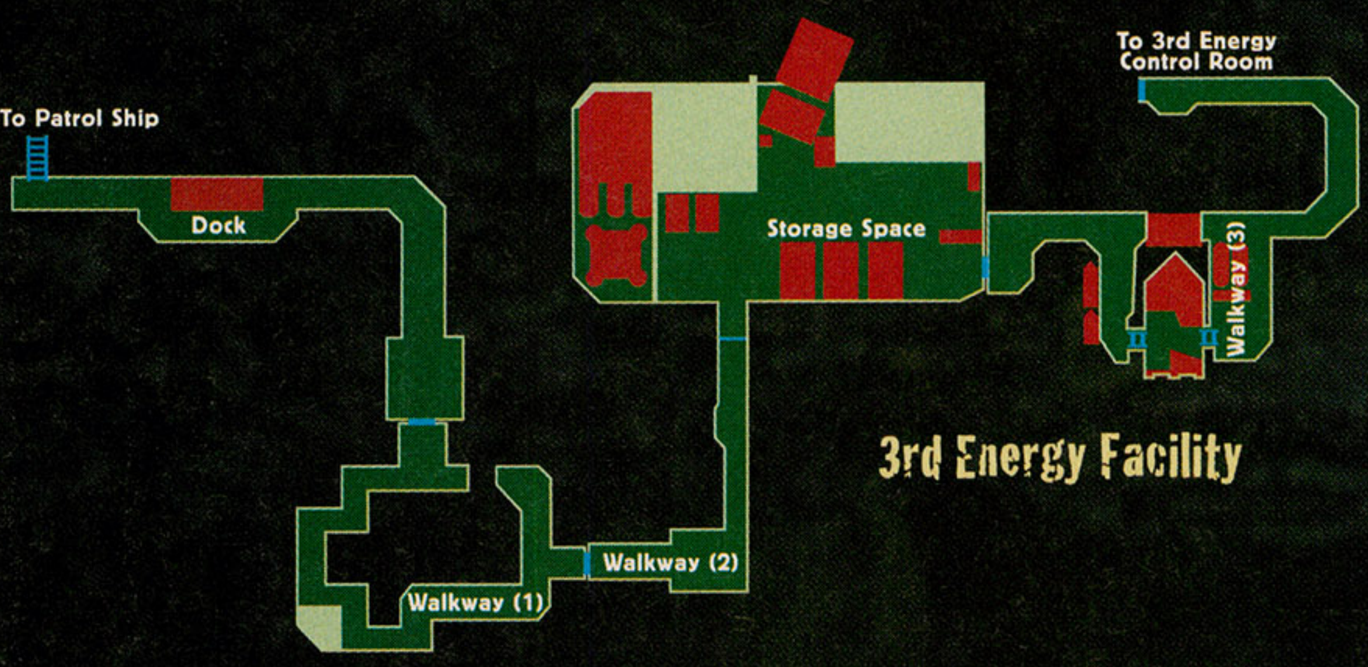
Storage Space: Go to the end of the catwalk, examine the corpse, and take the Mechanic's ID Card.



Backtrack to Walkway (3) and use the Key for the Box to open the small box on the boat. Take the Elevator Security Code and make a note of the number.



Return to 3rd Energy Control Room and use the Mechanic's ID Card on the control terminal next to the elevator door along the north wall. Input the four-digit security code from the Elevator Security Code Memo in order to open the door. Once inside, operate the elevator.



3rd Energy Facility

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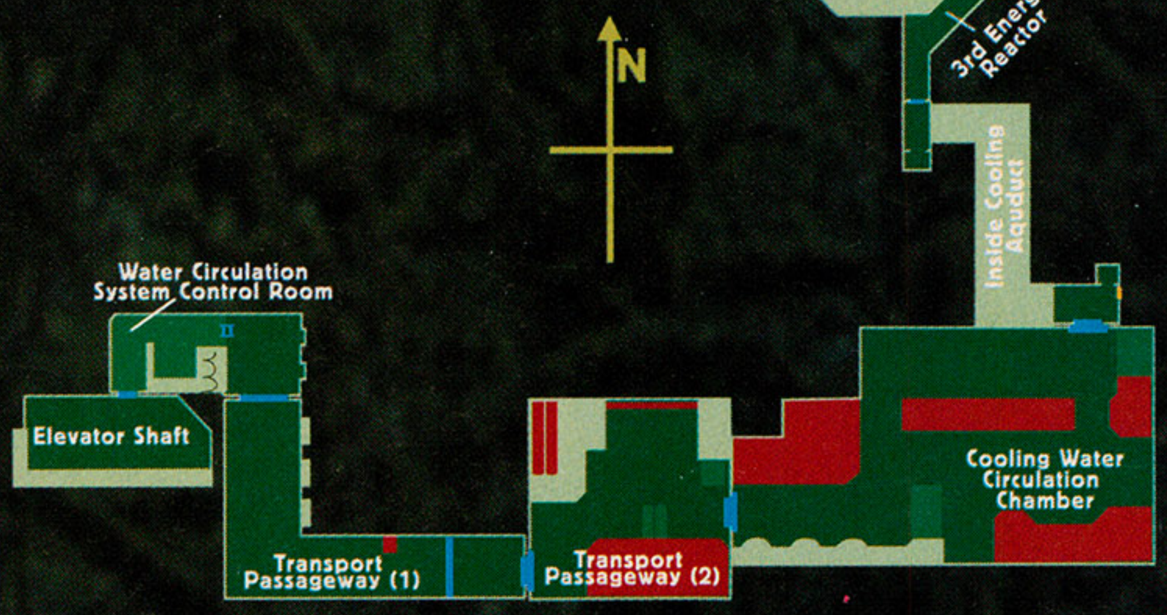


Sub-Level

Passageway to Sub-Level: Pass through the door at the south end of the corridor.

Elevator: Examine the panel in the southwest corner of the room, equip Regina's Stungun as her sub-weapon, and restart the power. When you do, the three green lights start randomly flashing red; when a light flashes red, quickly slash it with the Stungun so it turns green again. The objective is to keep the lights green until they automatically turn blue. If you let any light flash red for too long, you'll have to start over. Use the sidestep maneuver to quickly get close to any light that starts flashing red.

After you restore power, take the Mechanic's Note from the southeast corner of the room, then examine the nearby panel and take the Diving Suit. Examine the nearby panel along the south wall and get ready for a long swim.

3rd Energy Reactor

Elevator Shaft: Your standard weapon is a Needle Gun, and your sub-weapon is Shockwave. Unfortunately, the Needle Gun is weak against Mosasaurus, so the first order of business is to find an Extinct Pt. Service machine and upgrade your main weapon.

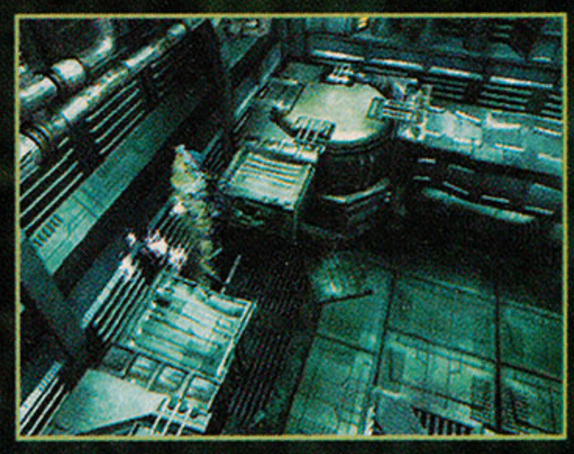
You can find a Med Pak S in the southwest corner of the room, and a Med Pak L on the lower ledge to the west of the door along the north wall. Pass through the door along the north wall.

Water Circulation Systems Control Room: Examine the Extinct Pt. Service box and buy the Aquagrenade. You should also purchase a magazine upgrade for your new weapon. You can also find the Preventative Maintenance file in this room.

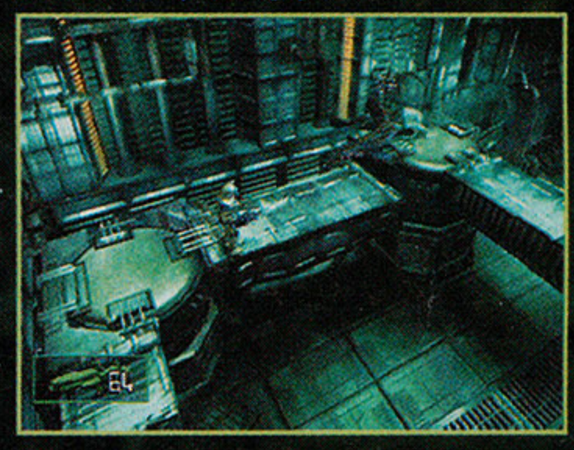
Transport Passageway: Go through the door at the east end of the passage.

Transport Passageway (2): Take the door against the east wall.

Cooling Water Circulation Chamber: Make your way to the northeast corner of the room, but don't go through the door along the north wall. Instead, jump on the small ledge against the east wall, grab the Med Pak M, then jump up and onto the ledge to the south.



Walk down the catwalk; jump the gap, then head west along the path. Follow the catwalk north, take the Med Pak S, then jump the gap.



When you land on the other side past the gap, turn west and jump the gap.

Upon jumping the gap, shoot the column, then jump up and go through the door against the west wall.

Transport Passageway (2): You're now on the second level of Transport Passageway (2). Activate the switch along the north wall, then proceed west to the end of the catwalk.

Jump down to the small platform to the south and take the Plug. Backtrack to Water Circulation System Control Room, examine the control terminal, and insert the Plug to open the aqueduct shutters. Before you leave the room, recharge the Aquagrenade.

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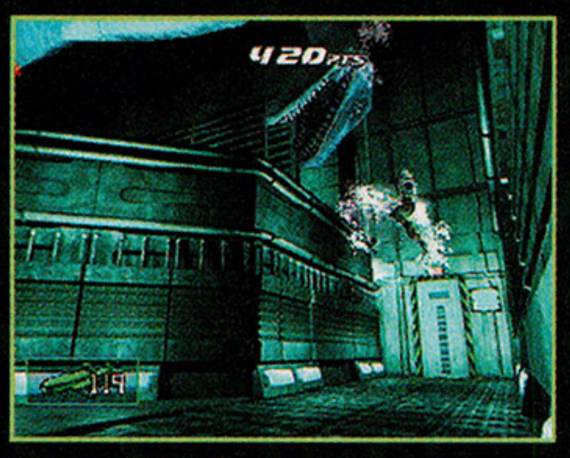
Return to Cooling Water Circulation Chamber and take the door along the north wall.

Inside Cooling Aqueduct: Take the elevator to the second floor and find the City Keycard in the northeast corner of the room. You can also find a Dino File. Take the elevator along the west wall to the floor below.

Go through the door against the north wall.

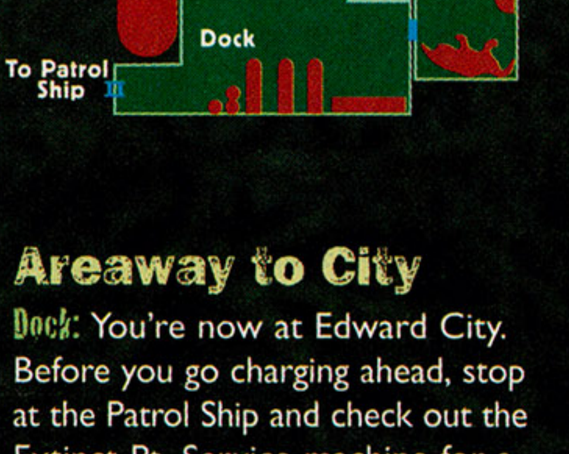


3rd Energy Reactor: Time for a boss battle. Although the Plesiosaurus is big, its bulk gives you a sizable target. Fortunately, there's a "safe spot" along the south wall right next to the door that you entered the room from.

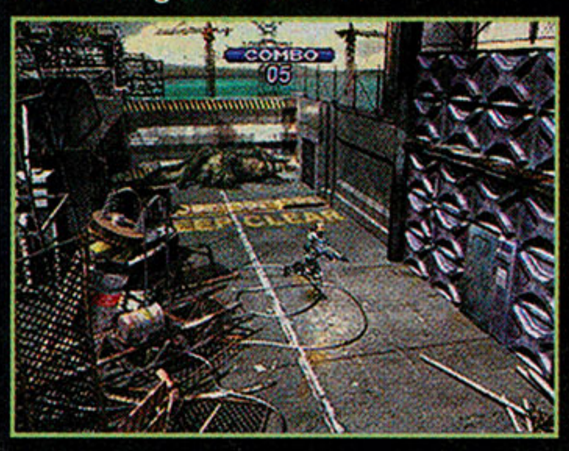
Using the camera angle as a guide, stand in the corner opposite the Plesiosaurus and wait for its head to appear. The moment it does, jump and fire a grenade. You'll repel the monster and you may rack up a sweet 630-point Counter bonus. Repeat the pattern until the Plesiosaurus is defeated. Exit the room through the door along the north wall. Make sure to collect any health items you come across on your way to the exit. Take the elevator to the surface.

Areaway to City

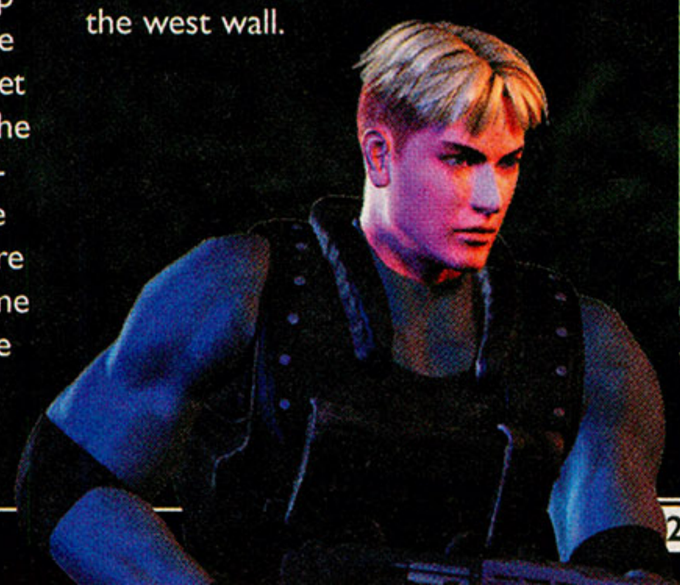
Dock: You're now at Edward City. Before you go charging ahead, stop at the Patrol Ship and check out the Extinct Pt. Service machine for a few new items: Antitank Rifle, Chainmine, and Light-Weight Armor. It's essential that you get all these items. If you don't have enough EP, take a quick trip to 3rd Energy Facility and earn the required amount.

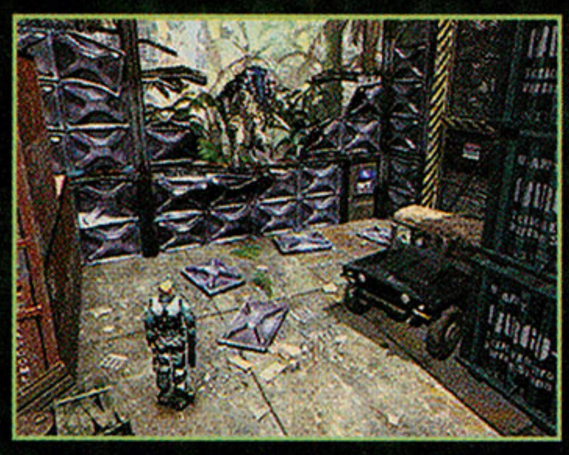


When you're ready, go through the door along the east wall.



Haul Road: Go through the door along the west wall.





Container & Materials Yard: An Allosaurus greets you here; say hello with your new Antitank Gun.

Return to Haul Road and get the Dino File at the north end of the road. Exit the area through the door at the end of the east passage.

Lakeside (1): Equip the Solid Canon and head for the door at the north end of the path.

Lakeside (2): Exit through the door at the north end of the path.

Cave (1): Equip the Antitank gun as your main weapon and the Chainmine as your sub-weapon. See the rock blocking your entrance to the cave? Destroy it with the Chainmine. In the cave, you can't access the map. But finding your way is easy (just look for David's markers); dealing with Inostrancevia is the hard part.

Command Station

Inner Compound: Upon exiting the cave, check out the Extinct Pt. Service machine—there's a new item you can purchase, the Rocket Launcher. Make sure to recharge all weapons before you proceed (see Command Station map on the following page).

Regina Leads Off: Immediately equip the Heavy Machine Gun as Regina's main weapon and the Signal Bullet as her sub-weapon. Keep the Allosaurus at bay with machine gun fire and make toward the east side of the area. If you encounter any obstructions, use the Signal Bullet to call in some cannon fire that should clear anything that blocks your path.

When you reach the east end, climb up to the catwalk, grab the Med Pak

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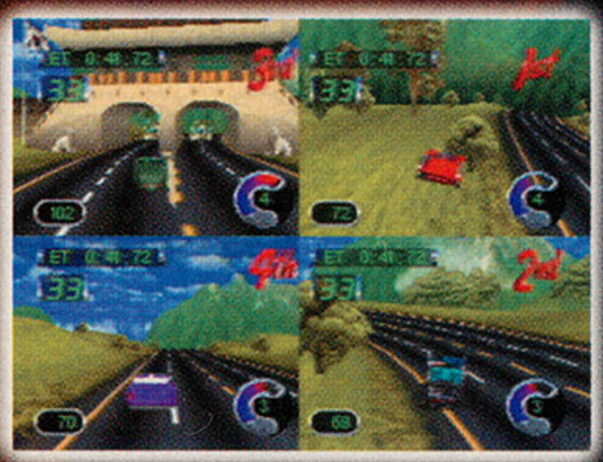

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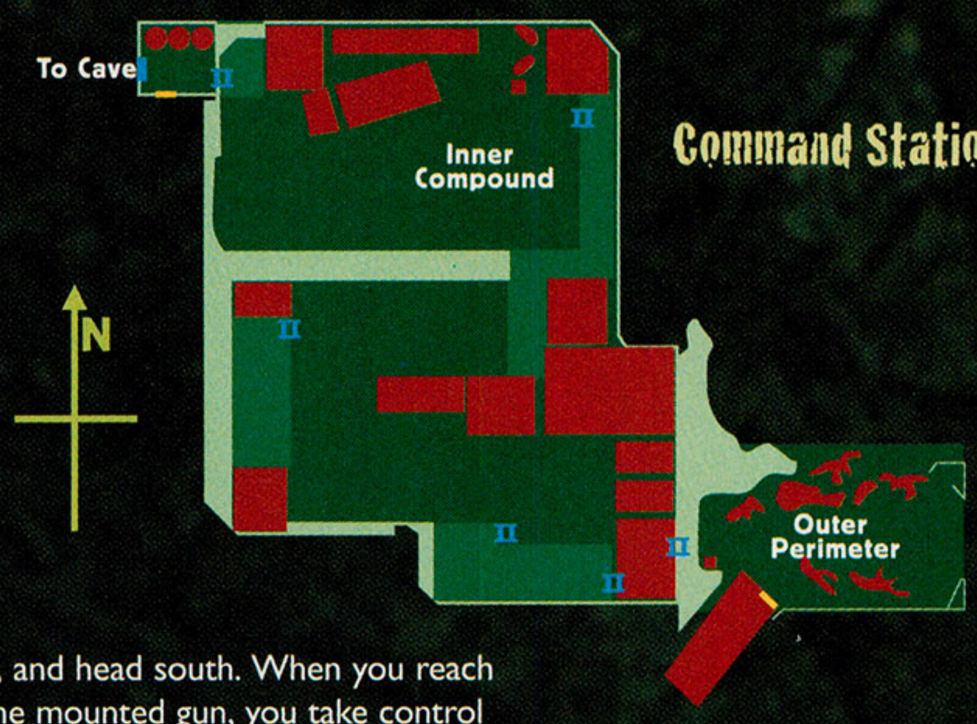


S, and head south. When you reach the mounted gun, you take control of Dylan.

Dylan's Turn: Equip the Antitank Gun as the main weapon and the Signal Bullet as the sub-weapon. The easiest way to take care of the attacking Allosaurus is to let it get close, then fire a few Antitank rounds at point-blank range, fire a Signal Bullet, and resume the Antitank barrage. If you try to kill the Allosaurus solely with Antitank rounds, you're in for a long fight—these babies take 13 rounds before they drop. Follow Regina's path, but when you reach the spot where she took to the cannon, head west, south, then east. When you climb to the top of the last mounted cannon, it's Regina's turn.

Regina's Turn: Simply make your way to the final mounted cannon that Dylan is manning and the sequence ends.

Outer Perimeter: Take the Dino File and use the Extinct Pt. Service machine if need be.

Triceratops Chase: You can easily fend off the Triceratops with this risky but effective strategy. Wait for the charging beast to get close, and, when it turns its head back and prepares to strike, hit its side with a single shot. Not only does this throw the beast far away from your vehicle, but it can also net a sweet 600 Counter points.

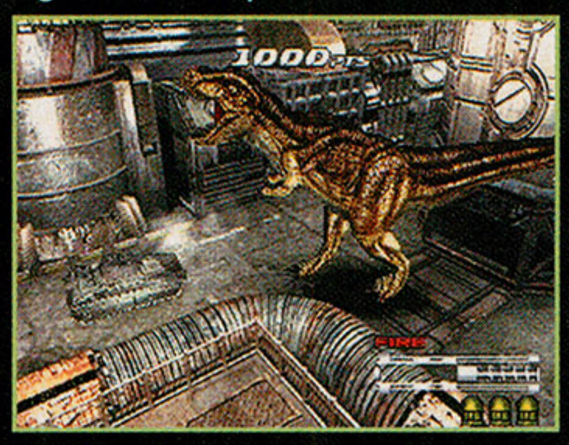
After taking some damage, a second Triceratops joins the fray. However, the two dinos never attack simultaneously.

Edward City

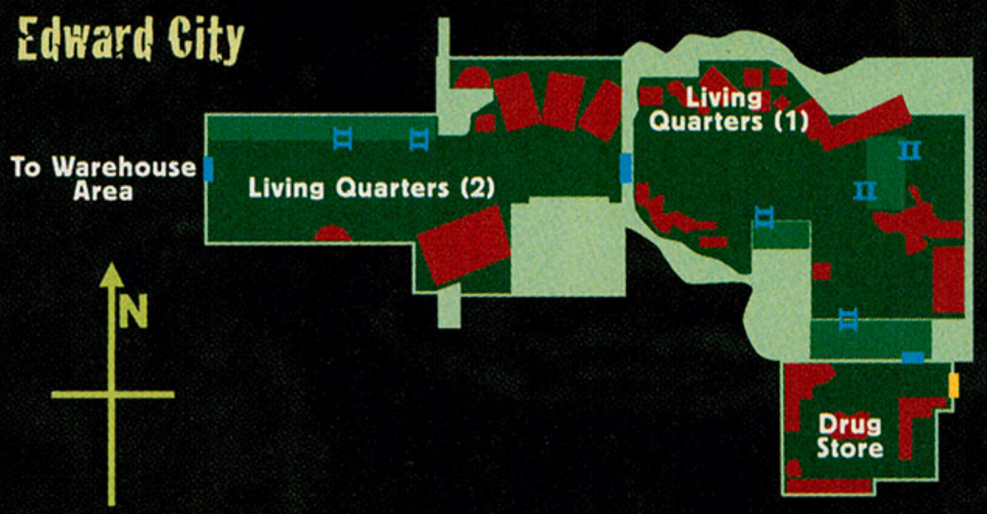
Living Quarters (1): Take the Dino File from the smashed jeep along the north wall, then enter the drug store at the south end of the street.

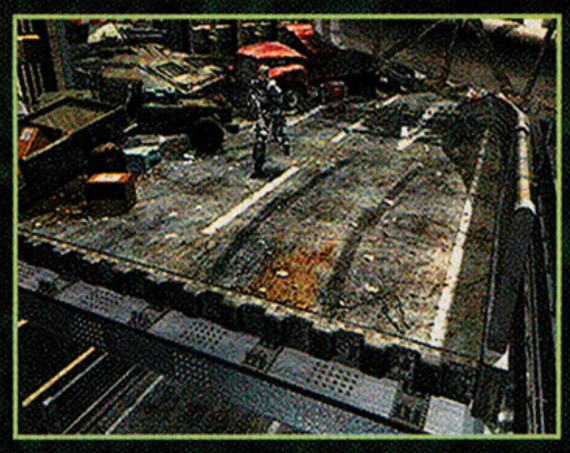
Drug Store: Take the Shop Owner's Papers, the Living Quarters Key, and the Med Pak S. Exit the store, then pass through the door along the west wall in Living Quarters (1).

Living Quarters (2): Take the Resuc. Pak at the west end of the street and then unlock the nearby door with the Living Quarters Key.



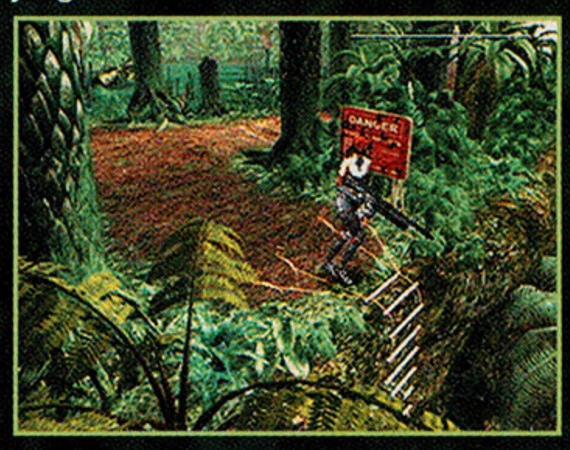
Warehouse Area: When you're piloting the tank, follow the path to the exit. When you encounter a barricade, fire a flash grenade to stall the T-Rex, then blast the barrier from your path.





Outside of City–Highway: Take the Gas Mask.

Cockpit Cabin: Check the Extinct Pt. Service machine for a new item—the EPS Gold Card. Membership does have its privileges—with it, you'll earn double EP each time you kill a dino. When you're ready, return to the Jungle for a final visit.



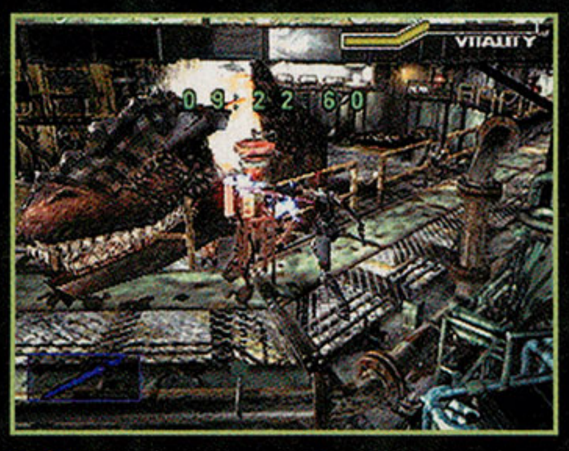
Remember when Regina torched the poison plants with the Flame Launcher? Remember the forbidden area? That's your destination. Upon reaching the ladder at the south end of Poison Plants South Area, descend

Missile Silo

Waste Disposal Chamber: Use the Extinct Pt. Service machine to stock up on ammo and health items, then use the door against the south wall (see Missile Silo map on the next page).

Launch Site: Make your way to the door at the bottom of the stairs against the south wall, but be prepared for stiff Raptor resistance.

Data Control Room: Take the 3rd Energy Disk and the final Dino File. You can't open the door against the south wall, so backtrack to the Launch Site.

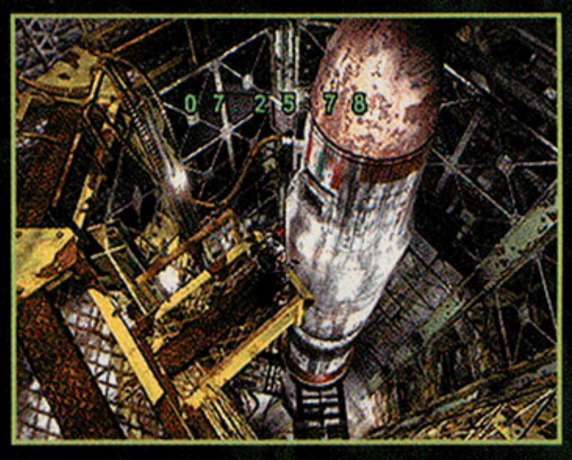


Inside: Forget about using weapons on Giganotosaurus—you can't kill it. Instead, make your way to the east side of the catwalk and press the switch on the fuel pump. When you do, a gas stream is opened. If you ignite the gas stream with a bullet or swipe it with the Stungun, you'll create a flamethrower that douses the Giganotosaurus in a deadly inferno.

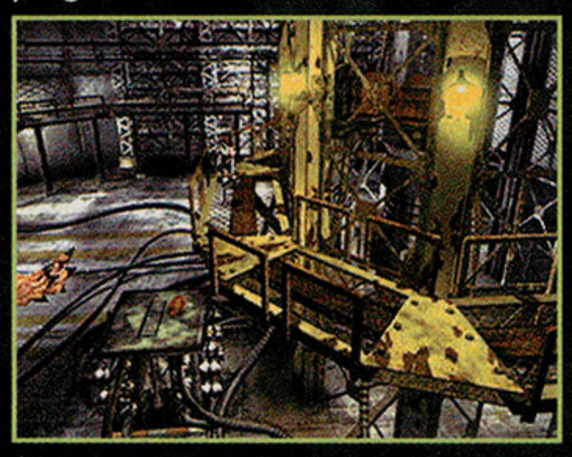
Once you've opened a fuel pump, it takes time for it to recharge, so you must alternate between the pumps at the east and west sides of the platform. You must hit the Giganotosaurus with this flame six times.

After defeating Giganotosaurus, head northeast until you reach the end of the catwalk. Examine the panel and start the program. You're then faced with another game of hit-the-switch similar to the one you played back at the 3rd Energy Facility, except there are five switches to worry about.

When you're successful, and all the lights turn blue, proceed west and cross the platform that you just raised. Follow the catwalk until it stops and take the elevator to the top of the missile.



When the elevator stops, run over to the panel at the east end of the catwalk and operate the terminal. When the cover drops on the missile, run over to it and stop the countdown program.



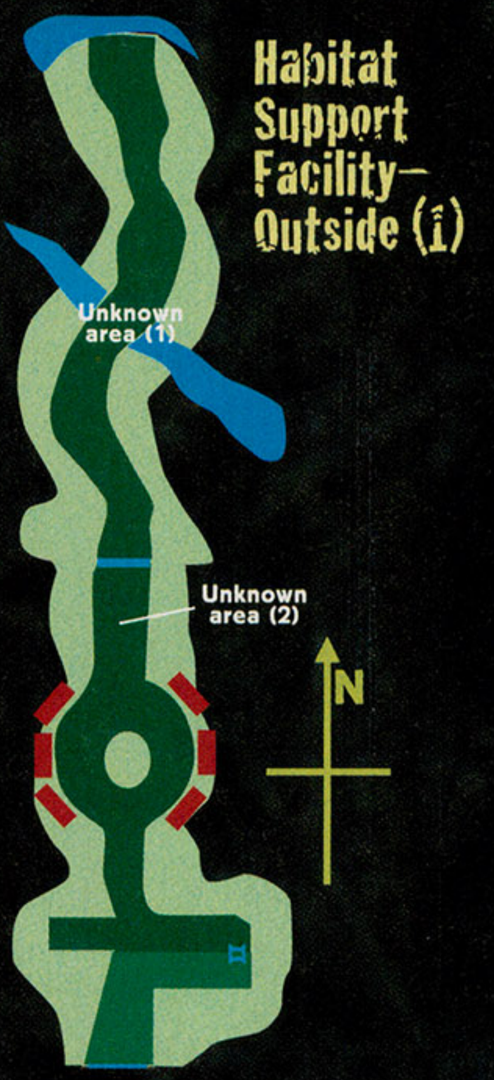
Descend the elevator, then head for the exit.

Launch Control Room: Check out the Extinct Pt. Service machine and buy the Missile Pod if you can afford it. Equip the Missile, then go down the stairs and through the door at the south end of the hall.

Back Door Accessway (1): It's time for Regina to battle the Inostrancevia. You can make easy history of these dinos with the Missile Pod. If you don't have that weapon, equip the Heavy Machine Gun and the Minelayer. Use a shot from the Minelayer to throw the dino on its back, then let go with the Heavy Machine Gun.

Back Door Accessway (2): Exit this room through the door along the south wall at the west end of the hall.

Riverside/Front of Watergate: Keep the crosshairs close to David and fire only at Raptors that get close to him. Raptors that are far away take multiple shots to kill and give other Raptors an opportunity to score a hit on David.



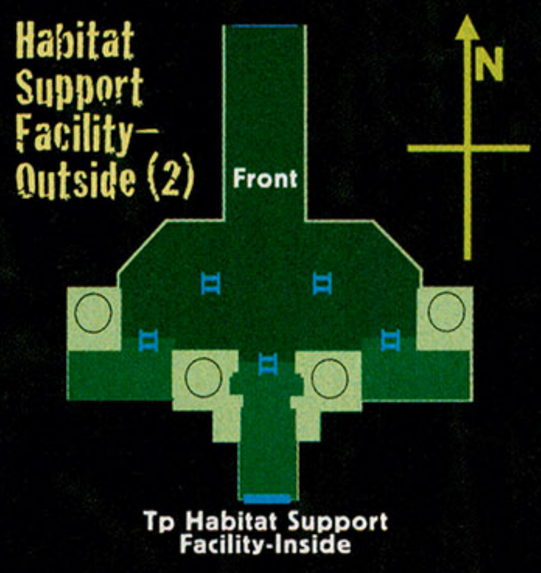
Habitat Support Facility—Outside

Unknown Area (i): Equip the Solid Cannon and the Fire Wall and stay close to the girl. The moment an Oviraptor jumps onscreen, fire a Fire Wall round, then start firing Solid Cannon

rounds at the girl. The electric bursts won't harm the girl—instead, they'll give her necessary protection through this and the following two areas.

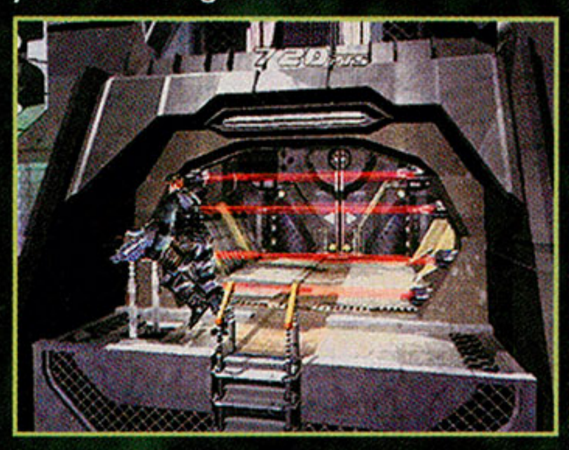
The Oviraptors don't attack Dylan—they focus their attacks on the girl. Whenever dinos jump onscreen, the girl stops dead in her tracks.

Unknown Area (2): There's a brief moment when you're separated from the girl. When you reach the ledge at the south end of the passage, immediately run over to the ladder at the east end, climb it, then run west to protect the girl. If you get too far away from the girl, switch to the Antitank Rifle and blow the Oviraptors away from a distance.

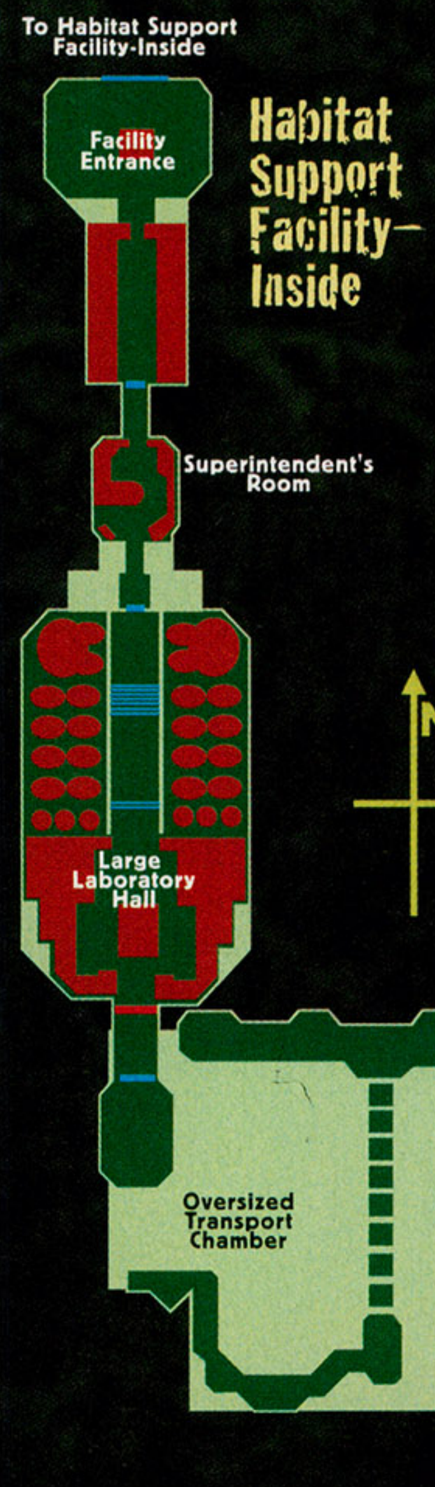


Habitat Support Facility—Outside (2)

Front: You don't have to worry about protecting the girl anymore. The only thing to be concerned about is attacking Raptors. If they haven't met the Antitank gun yet, now's a great opportunity for the two to get acquainted. Climb the ladder at the south end of the path. When the electric shield pushes you back, examine the nearby panel, descend, and deactivate all four of the nearby backup locks, colored yellow, blue, green, and red.



Return to the panel at the south end of the path and press the switch to lower the shield. Pass through the door.

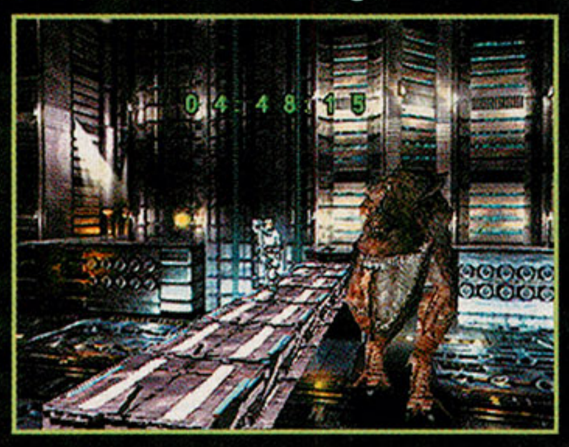


Habitat Support Facility—Inside

Facility Entrance: Take the Superintendent's Will, then go through the door along the south wall.

Superintendent's Room: Take the Noah's Ark Plan and Med Pak L, and use the Extinct Pt. Service machine to recharge your weapons. You should also max out your health item inventory—the final battle awaits. When you're ready, use the door at the south end of the hall.

Large Laboratory Hall: Go down the staircase and meet the girl.



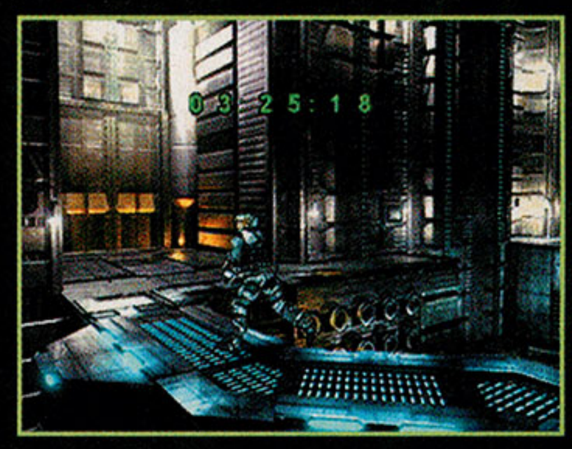
Oversized Transport Chamber: The first order of business is to cross the bridge that leads to the northern side of the room—any delay could result in instant death, so get across that bridge as fast as you can.

The weapon of choice for this exercise is the Rocket Launcher. Each time the dinosaur lunges at you, fire a rocket to counter it. This should keep the pursuing dino off your tail long enough so you can activate all three of the panels.

Once you cross the bridge, ignore the control panel against the north wall. Instead, repair the communication line on the west wall.

When that's done, head east, then south, cross the catwalk, and repair the other communication line on the south wall.

After you've repaired both lines, return to the control panel against the north wall that you ignored earlier and start the Anti-Satellite. Enjoy the show.



Exit the room through the door in the southeast corner. The rest is up to you....

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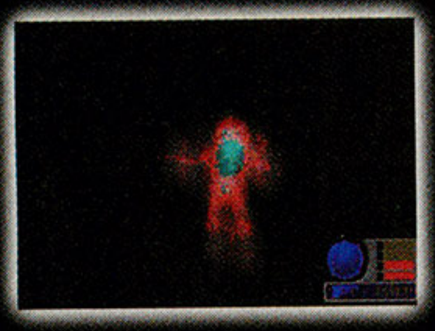

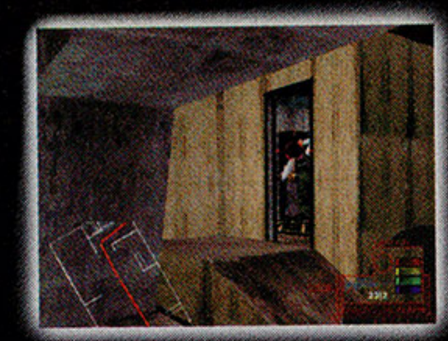

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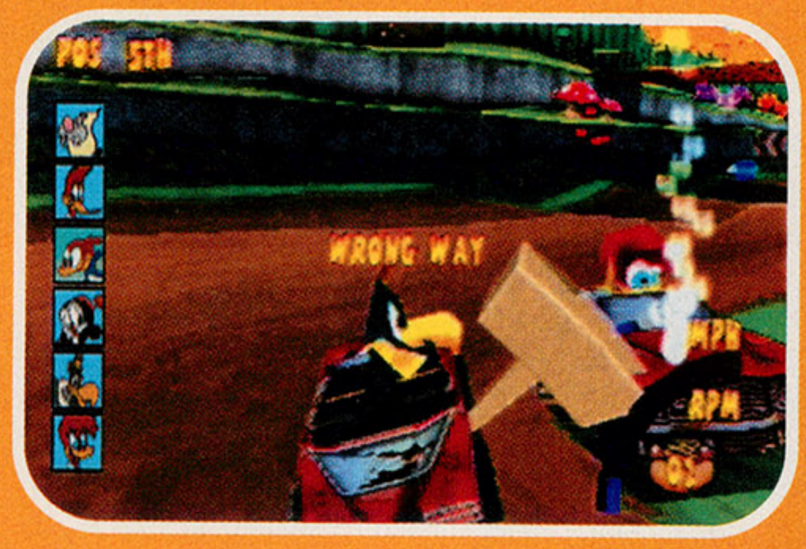

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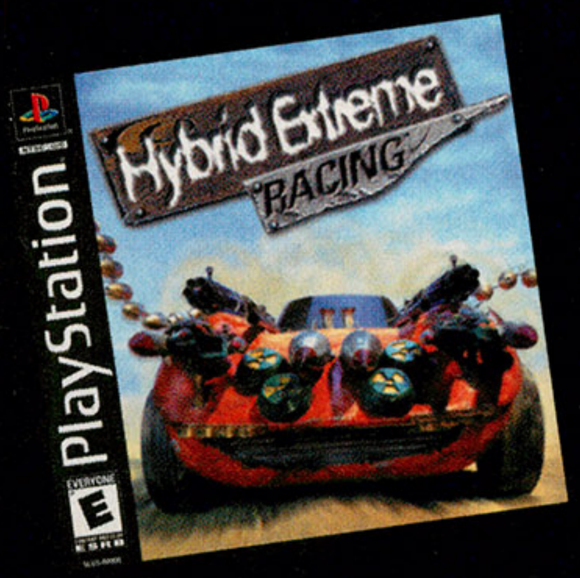

Take it to the Extreme! Modify then race one of eight customizable cars through some of the toughest tracks! Transform your vehicle to handle the terrain. But to win, you need fire power. Pick up machine guns and missile launchers to knock your opponents out! Because in this game, the best way to win is to make sure the other guys don't finish at all!

MEDAL OF HONOR UNDERGROUND™

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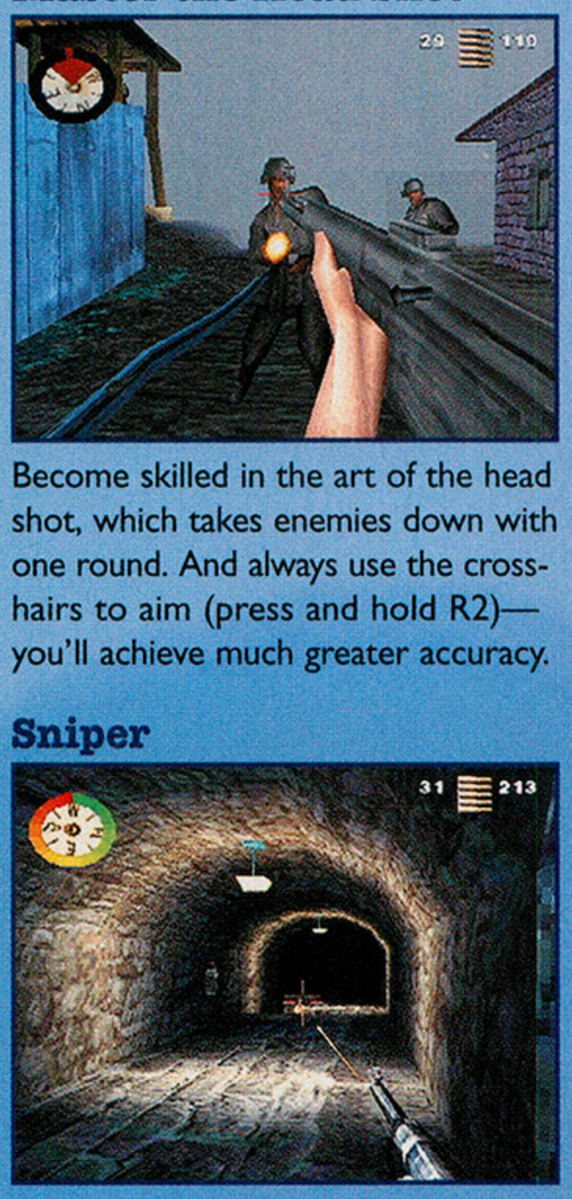
Looking for an ally in the war against the Nazis? This ProStrategy Guide walks you through Underground's tricky spots and reveals the game's secrets, including the hidden mission. BY AIR HENDRIX

BOOT CAMP

Because Underground's gameplay sometimes requires no more strategy than "shoot straight and run ahead," this walkthrough doesn't take you through the game step-by-step, but instead covers all the tricky spots in detail. To kick things off, the following general tips will help you master the basics of combat as you lead the charge against the Nazis in World War II.

Master the Head Shot



Become skilled in the art of the head shot, which takes enemies down with one round. And always use the crosshairs to aim (press and hold R2)—you'll achieve much greater accuracy.

Sniper

Be a sniper whenever possible. Practice your accuracy so you can take down enemies when they're as far away as possible—it really reduces the damage you'll take.

Moving Around Corners

Any time you're moving around corners (or are behind cover and moving into the open), use the strafe buttons (L1 and R1) to move Manon so that you can aim immediately.

Corner Traps

Use corners as traps. When you take fire, retreat around a corner and wait with your sights locked at head level. When your pursuers appear, put them down before they can fire.

Crouch!

If you're suddenly taking fire, quickly crouch (tap L2) to minimize your chances of being hit.

Reload!

Get in the habit of reloading (tap □) every time you have a free moment. You'll reduce the times you have to reload during tense firefights.

Audio Cues

Learn to recognize audio cues—footsteps, creaking tank treads, etc.—that warn you of approaching enemies.

Crawl

Whenever you can't seem to find the way forward, look for small holes that you can crawl through by holding L2.

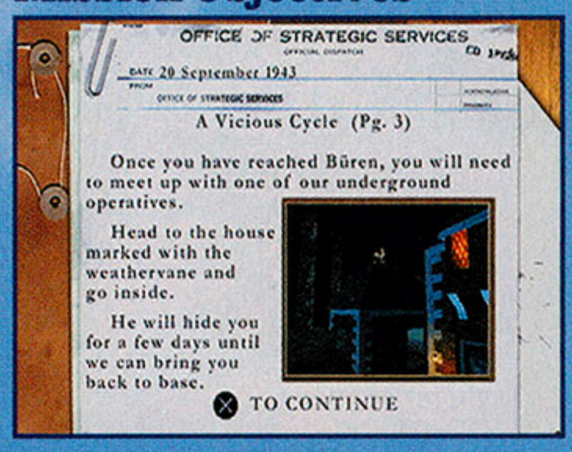
Interactive Objects

Look for objects you can shoot so that they fall on enemies' heads, like these jars in Casablanca.

Alarm Boxes

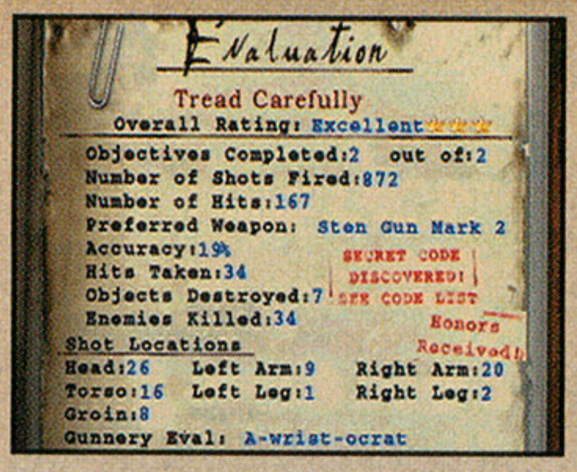
When your cover is blown, locate these alarm boxes and tap □ to silence the klaxons.

Mission Objectives



Pay close attention to the mission briefings and the Objectives list that appears when the game is paused—they convey crucial info on completing the missions.

TOP SECRET



To unlock Underground's secret codes, you must earn an "Excellent" rating in all missions. To get an "Excellent" rating, you must finish the mission with at least 75% health and take out a sufficient number of enemies in the process. Since "sufficient" differs for each mission, it's best to just kill every enemy you encounter.

Following are the secret codes you can unlock in each mission. To activate the codes (except the hidden mission, which automatically cues after Mission 7), use the Secret Codes menu in the Options menu.

MISSION 1: Swell Multiplayer (Power-ups appear after kills and randomly affect you or your opponent.)

MISSION 2: Bouncing Bullet mode (All shots ricochet wildly off the walls.)

MISSION 3: No Reload mode

MISSION 4: Civil War mode (Everyone fights everyone; Germans vs. Germans, Germans vs. you, etc.)

MISSION 5: Podoski mode (One-hit kills)

MISSION 6: Quadruple firing rate

MISSION 7: Unlimited ammo, invulnerability, and the hidden level

MISSION 8: Wacky Taxi mode (You begin with one minute to complete any level, and each kill adds 10 more seconds to the clock.)

MISSION 1: OCCUPIED!

Midnight Rendezvous

Fight your way through town and, as you enter the park-like area, be careful not to shoot your brother—it's an easy mistake to make. He's on the left side next to a cement column, and, unlike the enemy, he's dressed in brown.

Team up with him and guard his back as you battle through the mission—he particularly needs to be covered when he's picking locks.

When he gets in the truck, hit the garage-door switch on the right and try to provide covering fire. But no matter what you do, he'll die when the truck explodes—it's scripted.

Mop up and exit the level via the tunnel into the catacombs, which is to the left of the truck wreck.

Amongst the Dead

Battle through the early portion of the catacombs until you reach the place where a sloped ramp leads up to a second level.

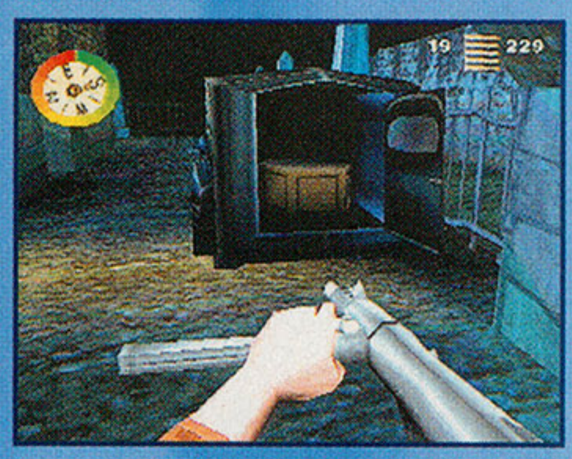
Ascend the ramp to locate the first of three entrances that must be sealed. Take out the Nazi guarding the entrance, then approach the blinking red box and tap □ to plant a demolition charge. Descend the ramp before the charge blows and proceed forward through the catacombs.

Just a few turns ahead, you'll be able to turn right through a narrow doorway into a room. Enter that room, head to the right toward the ladder, and neutralize the two officers there.

Climb the ladder. At the top, you find the marking revealed in your briefing next to a tunnel. Tap L2 to crouch, then crawl through the tunnel to collect the forged papers.

Return to the main corridor, and immediately ahead is a room with a ladder leading to a second level. Climb the ladder to locate and seal the second entrance.

Continue forward until you locate this altar-like decoration—the third entrance is to the left of it. Seal the entrance and battle your way out of the catacombs.



Once outside, exit the mission by climbing into the back of the hearse.

Without a Trace

This level begins in a bombed-out church. Fight your way forward and into the town. When you reach the spot pictured above, enter the door on the right.

Inside are a couple Nazis and the first crate of distribution evidence—blow all three away. Move ahead until you locate the first truck, which you're told is compromised and must be destroyed.

As you emerge, blast the second crate of distribution evidence on your left. Continue on to the ladder, which takes you momentarily down through the sewer.

Around the corner, you find the third and final hidden machine gun, which you can use to blast the onslaught of Nazis and the other distribution truck.

Only fire your precious Panzerfaust shells when you have a clear shot, and shamelessly run for cover whenever you're in a bind. The tanks have two main hit areas: the turret and the treads. Happy hunting!

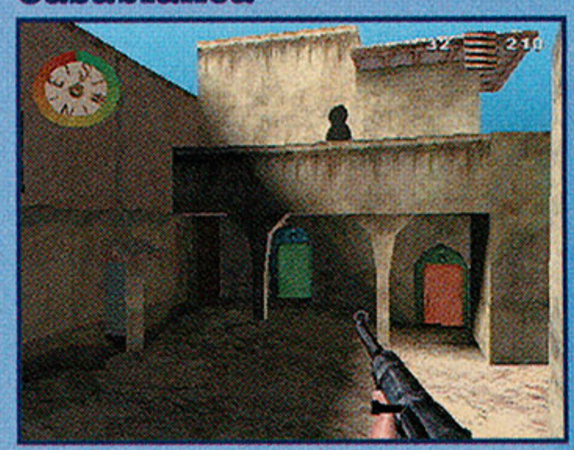
Instead of wasting your ammo on the truck, take the stairs to the second floor of the building behind the truck.

As you emerge from the sewer, look for the crate behind the glass windows. Inside the crate is the second hidden machine gun. Open it up and blast away.

Move ahead until you reach the street pictured above. In a room on the left, you find the third crate of distribution evidence. In another room farther up on the right, you find the printing press.

MISSION 2: HUNTING THE DESERT FOX

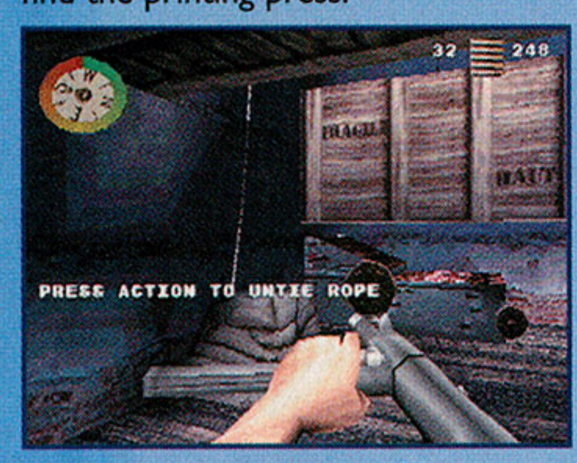
Casablanca



The escape from the hotel is just a straight-up firefight, but once you're outside and around the first corner, look for the side-by-side orange and green doors. To their left is a room with the dossier; collect it and continue on.

Tap □ to open the crate and use the mounted machine gun inside to hose down the truck and the enemies that attack. Continue down the next alley, where you have to crouch and crawl through a hole to proceed.

As you continue ahead, you descend some stairs. Instead of going out into the open, climb the next set of stairs.

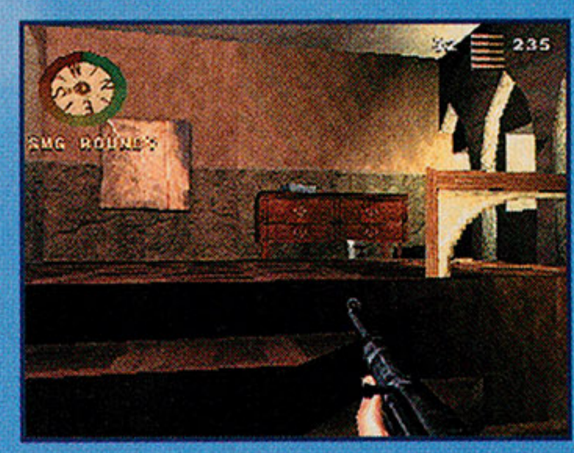


Hide the press by tapping □ next to the rope and exit the level through the wooden gate at the end of the street.

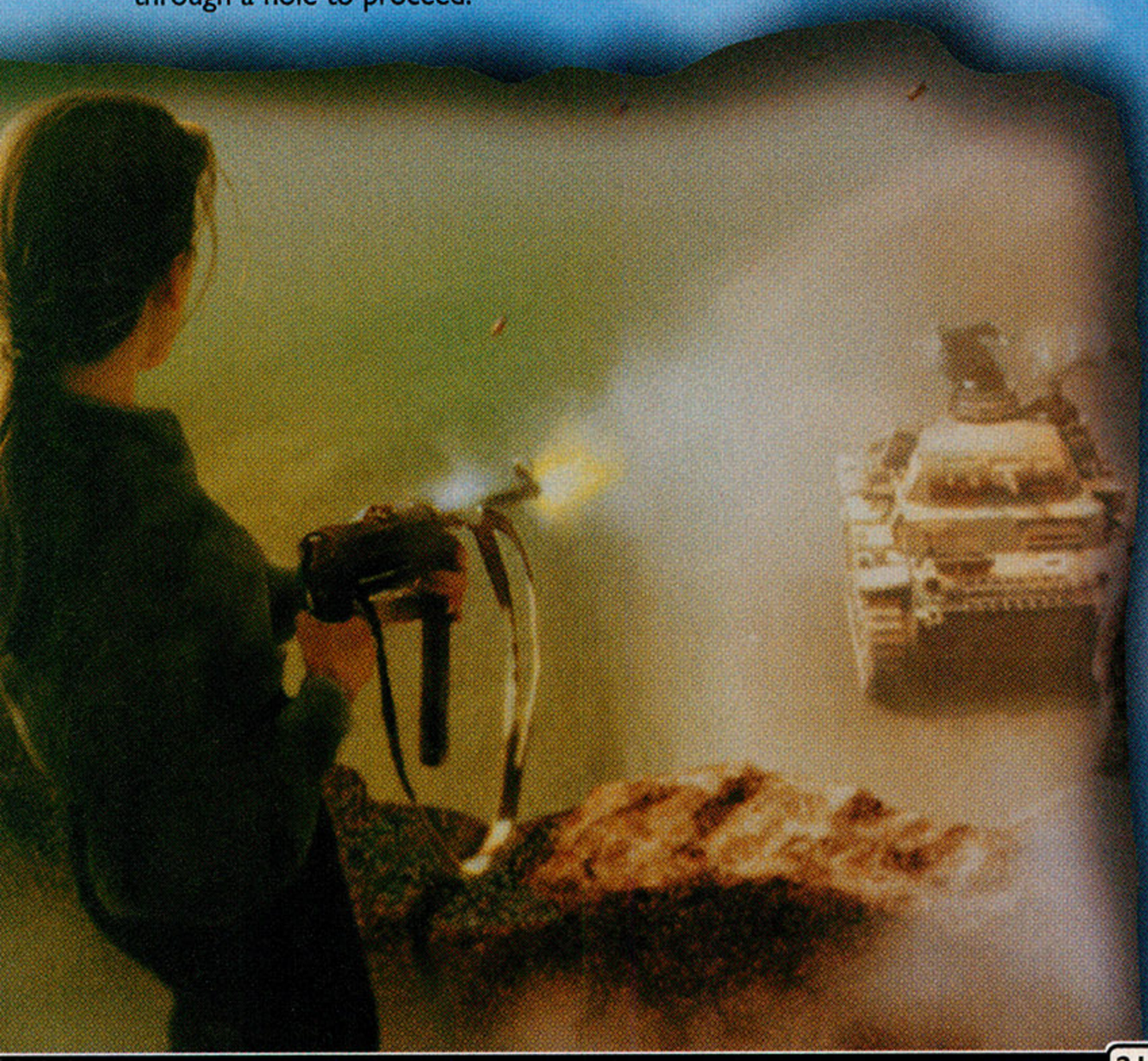
Tread Carefully

This level is a tough run-n-gun battle between you, four tanks, and a supporting cast of Nazi cannon fodder. To defeat the tanks, look for mounted machine guns and Panzerfaust (German bazookas). The key tactic is to keep moving—one shot from a tank can kill you but good. Watch the tank's turret for a telltale flash; if you see it, strafe aside to escape death.

Continue battling your way forward for a while—expect Nazis to jump out from behind every wall, ledge, and so on.



When you reach the room pictured above (it's near the end of the mission after you cross a bridge-like span), grab the map off the wall to locate the supply depot, then move on and exit the mission by jumping into the back of the truck.



Lighting the Torch

Fight your way through the maze of crates until you emerge into the open area pictured above with the hut on the left and the gate across the open area.

Enter the hut to retrieve the shipping records from the filing cabinet, then proceed through the gate.

Continue on until you reach the apartment where the photographer is singing in the shower. Approach the bathroom door, tap □ to block it, grab the disguise, and move on.

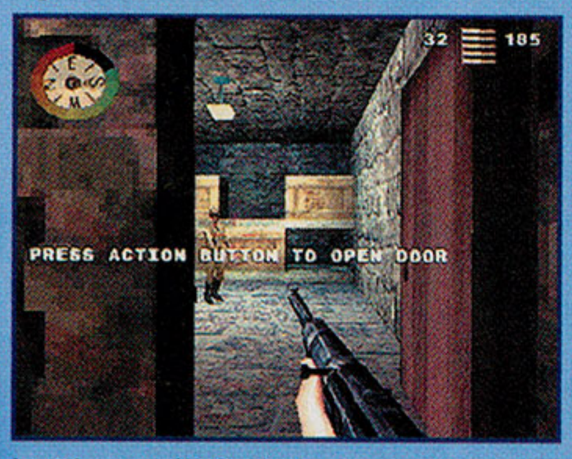
You're now operating in disguise, so it's easier to use your papers and camera to walk right past the guards.

When you reach the room with the radio (you hear static), get out your machine gun before you approach the radio as three Nazis attack as soon as you contact the fleet. Contact the fleet, take down the soldiers, and exit the mission through the window in the office adjacent to the radio.

Burning Sands

Although you're in disguise on this level, it's easier to proceed as usual and take down enemies as you encounter them because you inevitably have to break cover—and then they swarm you with superior numbers.

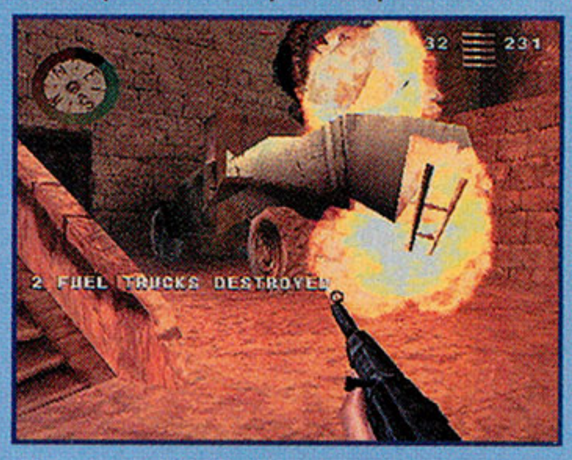
After the first few enemies, you'll enter the gray-walled corridors (pictured above). When you reach the top of the stairs there, head to the right and enter the door on the left.



Inside, you'll find the armory pass and the cipher key book, which you must photograph. Forge onward, and when you encounter padlocked doors, simply shoot off the locks.

When the onscreen text message indicates that you've accessed the armory, be sure to grab the explosives off the shelf (pictured above) before proceeding.

As you move forward from the armory, you come across the four fuel trucks. Climb the ladder on the back of each truck, approach the open hole, and tap □ to drop an explosive in.



Then run like hell and take cover—the trucks go off with quite a bang. Be on the lookout for an attack after the trucks blow—the explosions often attract attention.

Ally in the Desert

Grab the grenades off the shelf in the first room you enter, then head out onto the balcony that looks out on a courtyard with a tank rolling around.

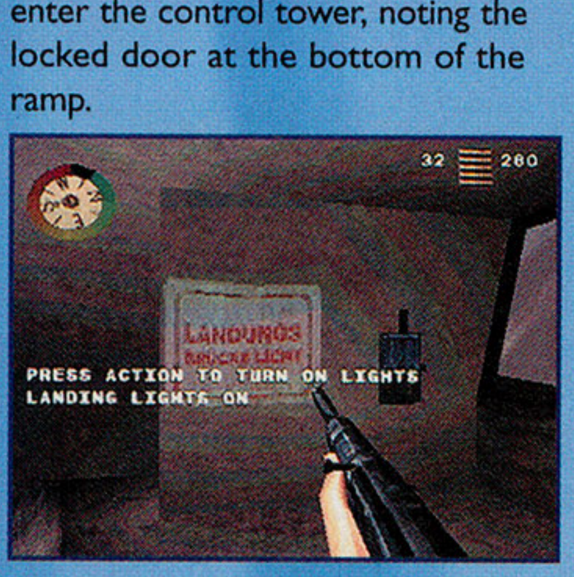
Lob grenades onto the tank until it's toast. Take cover between throws, and only show yourself when the tank's turret is pointing away from your location.

Next, move very cautiously toward the first AA gun—there are tons of Nazis around every corner, so be prepped for some fierce firefights.

The first AA gun is guarded by a tank. Since you have superior mobility, keep an eye on where its turret and machine gun are pointing. And when you have an opportunity to break cover, dash out and lob grenades at it until it blows. There's also a mounted machine gun to the right of the AA gun—if you can make it over there safely, that will handle the tank in a hurry.

Lastly, take out the AA gun with a grenade and continue on to the other two AA guns, where the battles are virtually identical to the first—break from cover only to lob grenades and watch for the occasional mounted machine gun to lend a hand.

After the third AA gun is dealt with, enter the control tower, noting the locked door at the bottom of the ramp.



Fight your way to the top floor and pull the switch on the wall to activate the landing lights. Descend the stairs, exit through the now-unlocked door, and fight your way to the plane to end the level.

MISSION 3: UNDERCOVER IN CRETE

Getting the Story

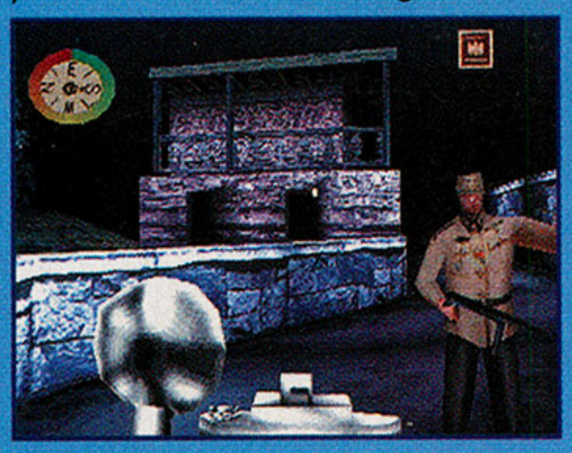
As the level opens, you're in disguise on a dock. Pause right away to check your objectives—there are more than

what was discussed in your mission briefing. Whenever your disguise holds up in this mission, get the Nazis to pose for a photo. While they're waiting for you to snap the picture, quickly switch to the pistol and take them out with a head shot.

Move forward into the warehouse-like room, deal with the Nazi there, and collect the blue photo pass lying on the floor. Shoot open the smaller crates to score more ammo for your pistol, too.

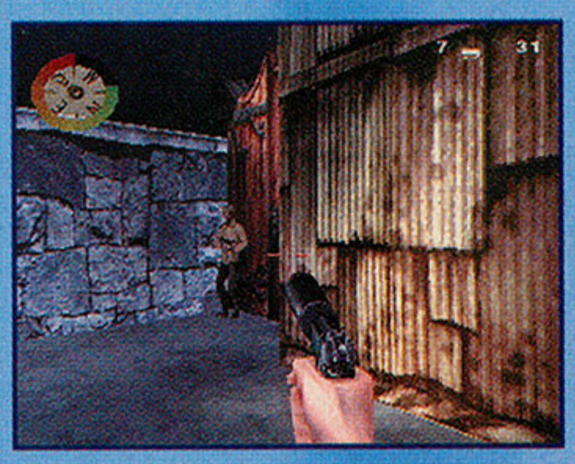
Continue on by crawling through the tunnel. As you emerge from the tunnel, carefully snipe the guard in the next room.

Ahead, you'll encounter a series of battles between the privateers and the Nazis. Once the gunfire starts, there's no point in staying in disguise as both sides will turn on you as soon as they triumph. Instead, maintain a safe distance and snipe away until you're the last one standing.

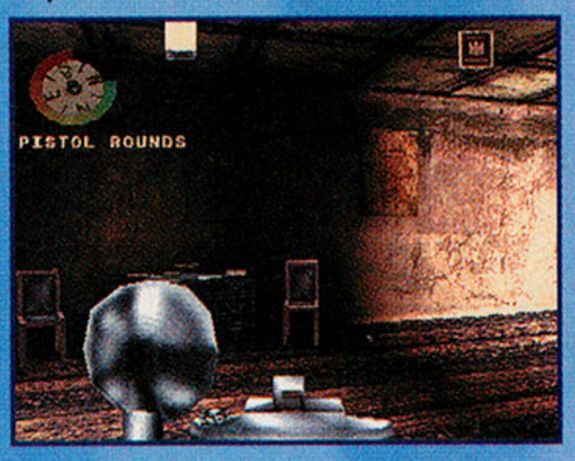


When you reach the building pictured above, duck inside for the restricted pass.

Continue on. After you crawl through the next tunnel, enter the first building on your left to obtain the supply schedule—it's the sheet of paper tacked to the wall.



When you reach the guard in front of the wooden doors (pictured above), let him be for the moment. He's guarding the truck to Knossos, which ends the mission, and you still have two objectives left.



Battle on to the last room, which contains an officer, the archaeology pass, and a map on the wall that must be photographed. Handle all that and return to board the truck and end the mission.

What Lies at Knossos

In this level, it's better to remain in disguise when possible. Try to use your pistol only when eliminating archaeologists. There are seven archaeologists to kill and three relics to collect—just make your way through the ruins and track them down.

Keep an eye peeled for these doors, which tend to blend in with the scenery. They're the entrances to the rooms containing the relics, the propaganda report, and the bunker entrance.

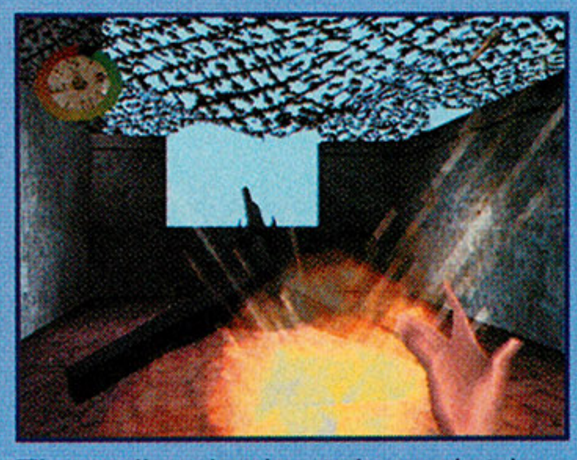
Also watch for these gray crates, which appear in three locations throughout the mission. They're the bunker supplies—just shoot them to destroy them.

Eventually, the officers grow suspicious, so use the flash on your camera to blind them while you unholster your pistol.

Labyrinth

Now that you're no longer in disguise, there's little strategy to this mission: Just search and destroy.

The communications room is located just down the hall from the beginning of the hall behind the door pictured above. Use the grenades inside to trash the communication devices, then continue on.

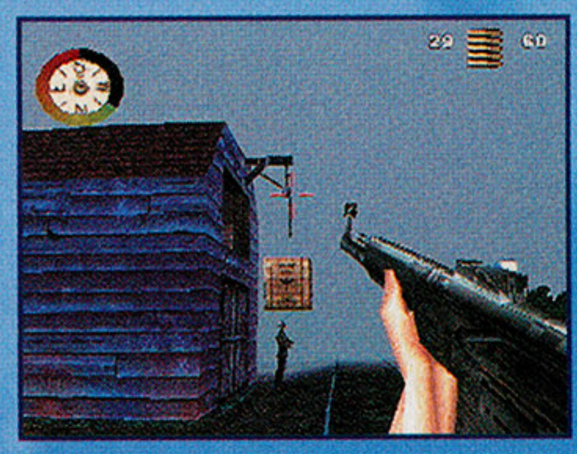


The artillery bunker is located right before the end of the mission. Use grenades again to destroy the two cannons inside.

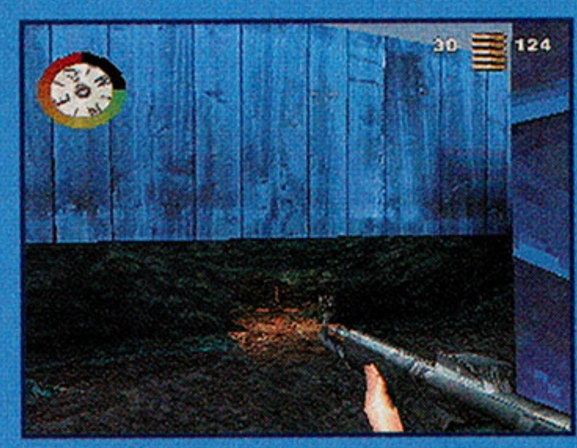
MISSION 4: WEWELSBURG: DARK CAMELOT

Ascent to the Castle

At the start of the level, you're armed with only the crossbow, which kills with one shot but takes forever to reload. Since three Nazis attack, be prepared to take cover and maneuver until they're all down. Then gather up their machine guns and battle your way down the railroad tracks.



When you reach the barn pictured above, shoot the rope holding the crate to drop it on the Nazi's head. Handle the other soldiers that swarm, then climb to the top floor of the barn to collect the crowbar.

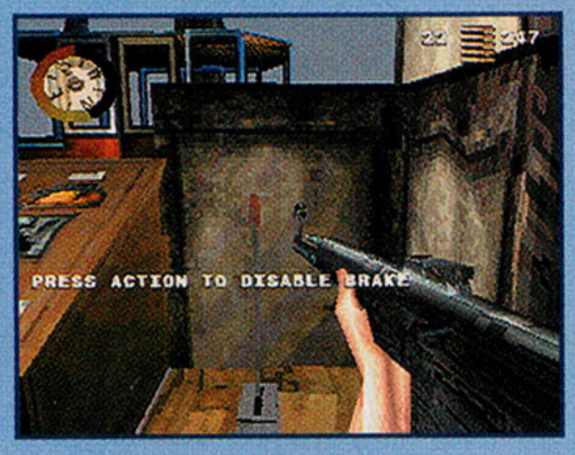


To continue past the barn, look for the hole in the shrubs behind the barn and crawl through it. The combat is getting tougher now, so refer back to the "Boot Camp" section for help if needed.

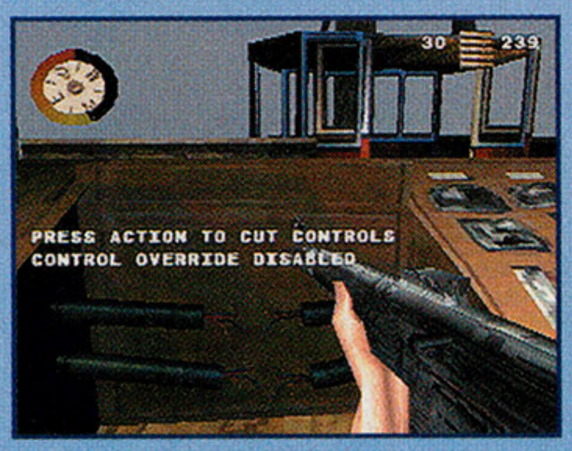
Forge on until you locate this building with the radio tower on top. Inside is the radio that must be destroyed.

Then fight your way forward until you locate this building; all the remaining objectives are inside it. And proceed cautiously—it's swarming with enemies.

Don't enter through the door; continue past it and locate a hole in the shrubs. Drop down into a room there and collect the wire cutters.



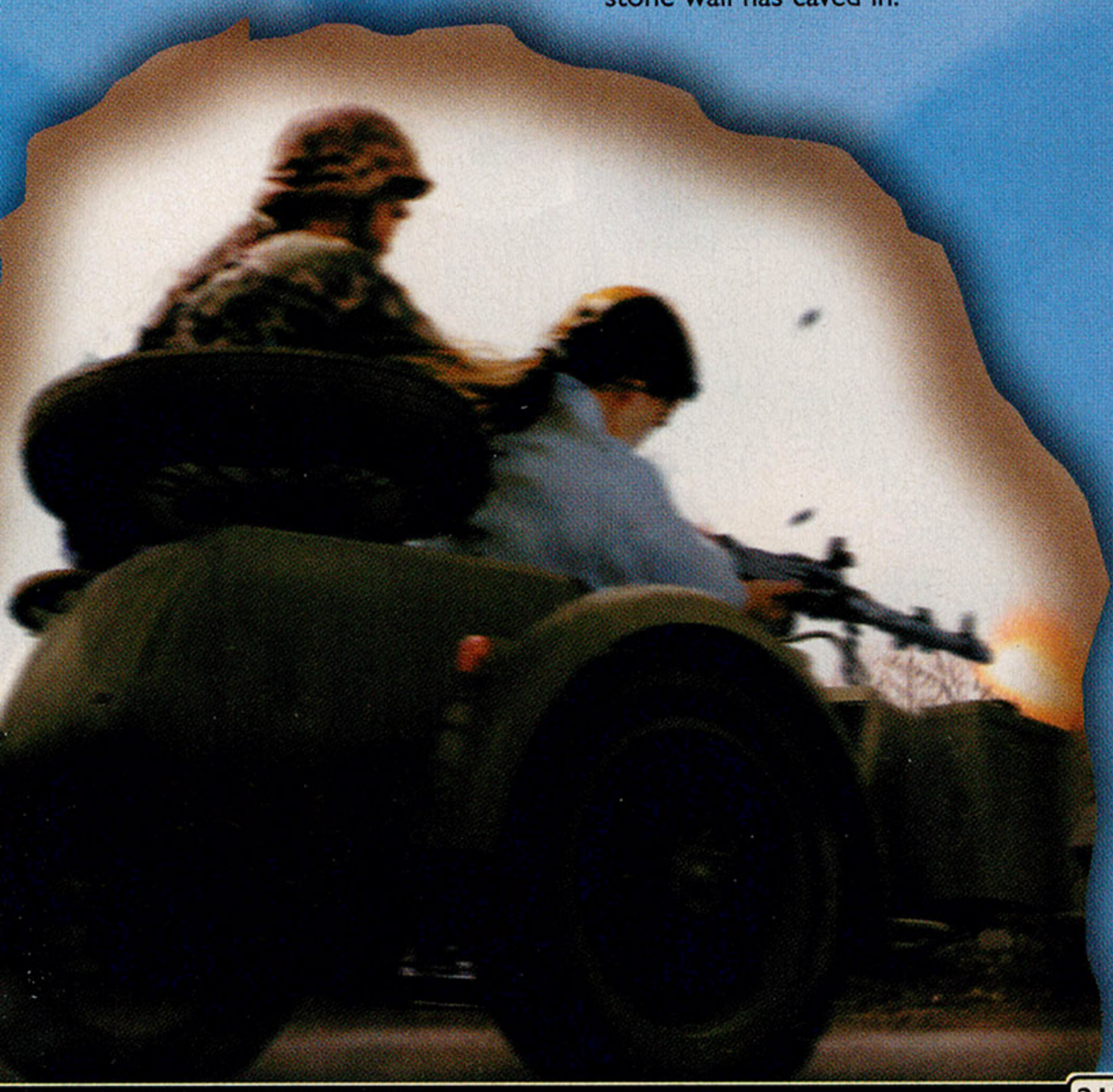
Then battle through the building to the cable car control panel. Disable the brake…



…and cut the controls, then board the cable car to end the mission.

Dark Valhalla

After you exit the cable car, battle ahead until you reach the entrance to the castle. You could just breeze in through the front door, but you'll have the element of surprise if you go in the back way, so head to the right off the main path where the stone wall has caved in.

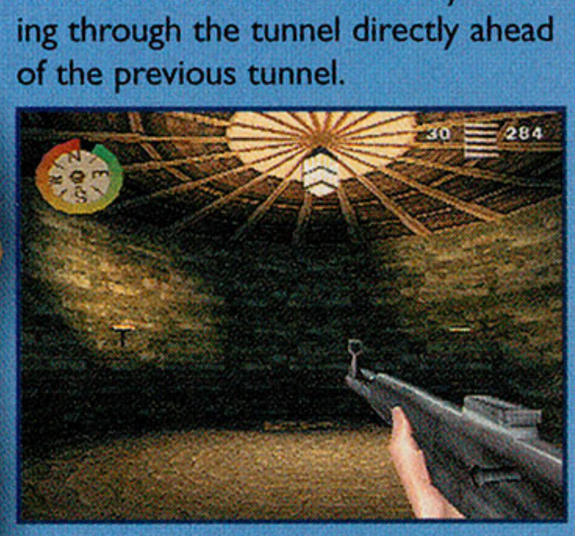


Circle underneath the bridge and approach the tower. Climb to the top of the tower using the ivy. Enter the castle by descending the stairs at the top of the tower.

A few turns after the bottom of the stairs, you find the room containing the demolition charges.

Proceed by crawling through the tunnel just outside the office with the demolition charges.

As you exit the tunnel, head into the museum on your left to pick up the Knife of Abraham. Continue by crawling through the tunnel directly ahead of the previous tunnel.



Make your way forward until you reach the room pictured above with a ladder descending down a hole.

Drop down the ladder, where you notice what appear to be two suits of armor, but don't be fooled.

They're actually Nazis in armor, and the only way to take them down is with multiple head shots. You'll face several of these "knights" in the mission, so be ready for quick head shots and listen for the telltale clanking of their armor, which tells you that they're approaching.

If a soldier ducks behind his shield, retreat so he doesn't poke you with his sword and wait for that head shot to open up.

After you handle the two knights, blow the safe, collect the contents, climb the ladder, and continue on.

The combat can get heated in the next stretch, so remember to take cover where you can and retreat if things get too hot.

If you get stuck, look for doors like the one pictured above—they tend to blend in with the scenery.

You have just about reached Valhalla when you're heading down the long, narrow corridor pictured above. Be prepared to be charged by four knights as soon as you enter. Deal with them, then exit the level through the door.

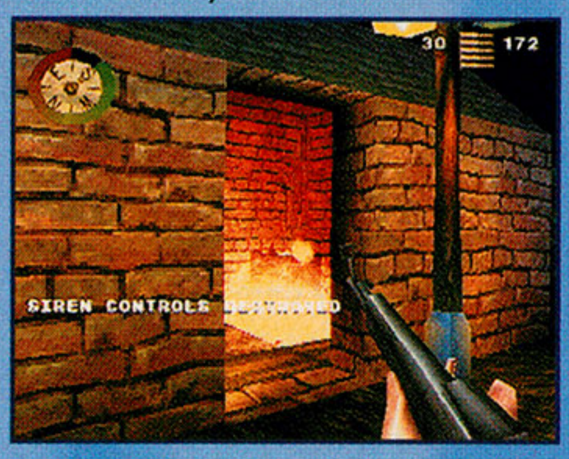
A Vicious Cycle

Head out of the castle and down the hill. In the third clearing you reach, be prepared for an attack from a motorcycle with a sidecar-mounted machine gun. It's lethal, so kill the driver as quickly as possible.

As you continue down the road, a second cycle attacks.

When you reach the bridge, plant charges in the four blinking red boxes to blow the bridge and scoot before you go down with it.

Continue on, looking for the side road on the left that leads through the shrubs to the siren-control hut. Also, you can shoot the attacking Nazis through the shrubbery before they appear—learn to wait and listen for them so you can put them down before you take fire.



Inside the hut pictured above are the siren controls; trash them, return to the main road, and move on, keeping an eye out for the third cycle.

When the main road dead-ends just ahead, look for the path on the right that takes you through the shrubs and under the bridge, where two Nazis wait by a campfire. Take them out and crawl through the hole in the shrubs behind the fire.

You emerge in a riverbed, which you exit by crawling through a different hole in the shrubs. As you battle on toward the town, the final cycle will attack.

When you enter the town, fight your way to the house pictured above with the rooster-shaped weathervane on top. Enter it to end the level.

MISSION 5: LAST RITES AT MONTE CASSINO

Roundabout

You're well-armed as the level begins, but save your grenades and Panzerfaust for destroying the supply trucks. Battle forward until you drop into the road pictured above.

Three supply trucks roll your way. Use your Panzerfaust or grenades to destroy them before they escape through the gate. Then battle forward to the next road, where you need to take out the final three trucks the same way.

Just down the road from the trucks is a base-type area, which is the supply depot. Locate the blinking red box and plant charges to take out the guard tower.

To destroy the supply depot, blow up all the crates and barrels. They're in four locations, and some are tucked behind buildings, so be thorough.

After that, proceed forward and crawl into the crypt entrance, which ends the level.

Prisoners of War

After you emerge from the crypt, make your way up the stairs and turn right. You see the captain (in a brown uniform) being questioned. Shoot the interrogator through the glass to free the captain.

Follow the captain, providing cover as he frees his five men.

After they're all freed, leave the captain behind at the bottom of the stairs and continue on.

At the top of the stairs, head right and approach the painting behind the altar, which is a hidden door. Open the door, descend into the war room, eliminate the staff, and use grenades

to destroy the room. Then climb back up the stairs and battle straight ahead to the exit.

Mayhem in the Monastery

In this level, you face a fairly tough onslaught of Nazis. Proceed cautiously through the pillar-lined courtyards, which conceal lots of Nazis, and take out the first half-track with Panzerfaust or grenades.

Continue until you reach the doorway shown above, which leads into a courtyard with a second half-track. Don't go through the main doorway, though. Instead, crawl through the tunnel to…

…the mounted machine gun, which you can use to easily blow away the next half-track and the munitions, which are in the crates scattered about.

Move ahead, keeping an eye out for the ladder pictured above.

Climb the ladder to a mounted machine gun, where you can trash the supplies (more crates) and a courtyard full of Nazis.

In the next room, look for the quartermaster's ledger atop a crate. After that, move on to take out the final half-track, and then exit the level.

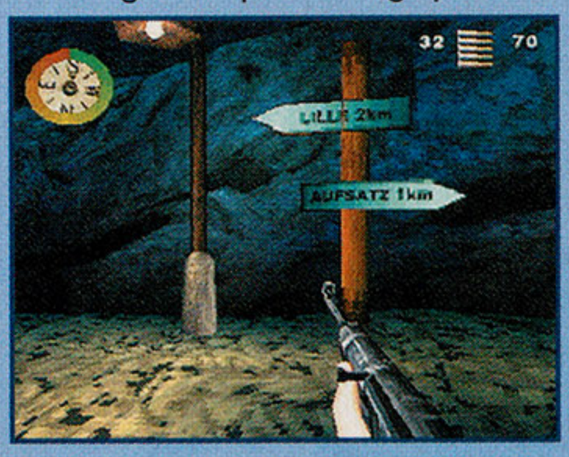
MISSION 6: A MITTELWERK SABOTEUR

Plans for Destruction

Head up the mountain until you reach the blue door lit by a street lamp. Don't approach it, though—there's a sniper above the door in a deadly machine gun nest. Take him out from a distance, then dash up the stairs and get behind the gun yourself.

Hose down the area and be sure to take out the barrel that blocks the door to the room that holds the explosives backpack.

Grab the backpack and continue on, watching for snipers on high perches.

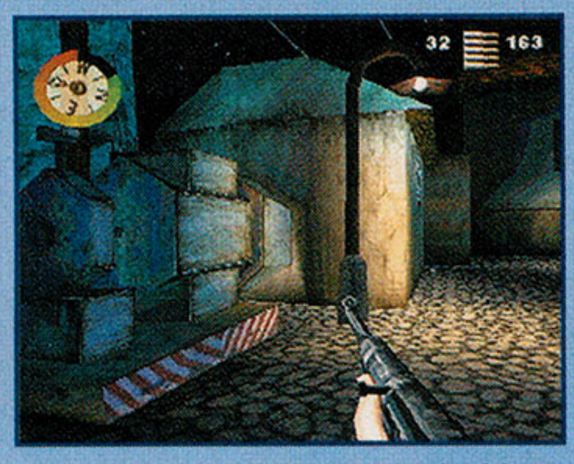


When you reach this signpost, head left toward Lille.

When you reach this lamppost with the signal fire behind it, stay left and head up the mountain.

At the top, you meet the double agent who gives you the factory plans. Then follow him back down the mountain, defending him as you go. There's a good chance he'll get killed—no worries if he does, just soldier on. If he makes it, he'll drop you off in front of a tunnel; crawl through and head left.

Look for a ladder like the one shown above—ascend it to continue on. Forge onward up the mountain, and as you enter the town, watch out for the two machine gun nests.



Turn on the generator in the building shown above, then continue forward to the cable car station.

Pull the lever in the station to activate the tram, then board the cable car to end the mission.

Sabotage!

First, go for the control-room keys. Head straight down the hallway you start in. It twists around, but ignore the side branches until you locate the room above (a barracks with bunk beds). Kill the Nazi there, and he drops the keys on the floor. Grab them and head back, turning down the first branch on the left.

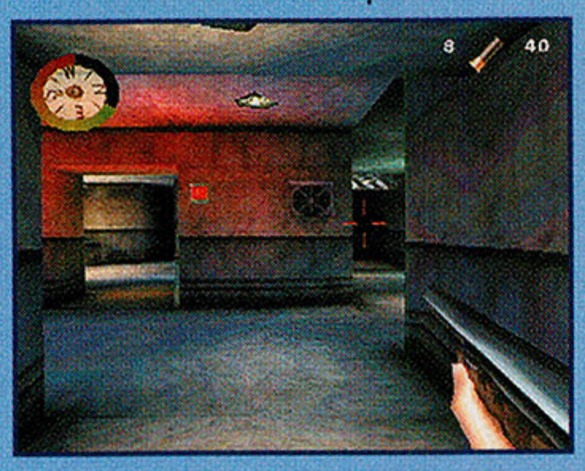
Look for this tunnel and crawl through it.

As you proceed, take note of this door, which leads to a machine

room. You can't enter it yet, but on your way to activate the door controls, you find two of these doors—one near the tunnel you crawled through, and one closer to the door-control room.

Make your way through the corridors to this other door. Open it and activate the door controls—doing so opens the machine room door nearest the tunnel.

Return there and place demolition charges on the three sets of machinery inside. But the other machine room door still won't open.



Return to the room where you activated the door controls. If you're facing it, as pictured above, go straight—not to the right.

You find a room with a tunnel that drops into the other machine room. Place charges on the three machines there, then return to that branch to the right of the door-activation controls that you passed previously and continue on. Descend the long series of ramps, and at the end, you find a room with the final three machines; demolish them.

Locate the elevator in the back of this room and ride it up.

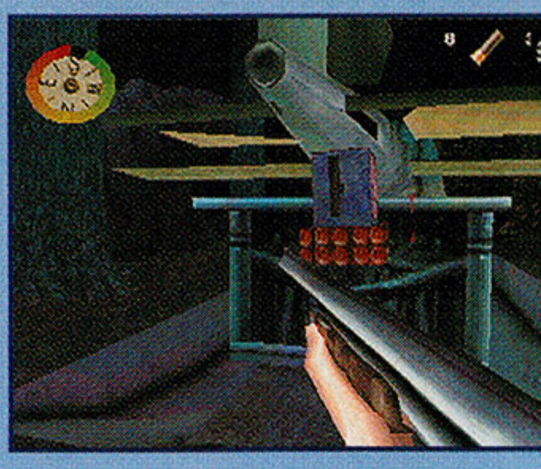
Fight your way forward, taking note of this corridor with the sign "Ausgang" (German for "exit") on the wall. Just ahead, blow up the V1 stockpile. When it goes off, you'll have to run like mad to this exit to survive.

Plant a charge on these crates—do this with your back to the crates, facing the door, so that you don't waste time turning around. Immediately run for the exit. Time is tight, so be quick or die!

Sidecar Shootout

Fight your way forward a short distance until you see Sonntag waiting in the motorcycle. Tap □ to board the bike.

Sonntag drives, so just have a blast manning the machine gun until he stops at the first launch site.

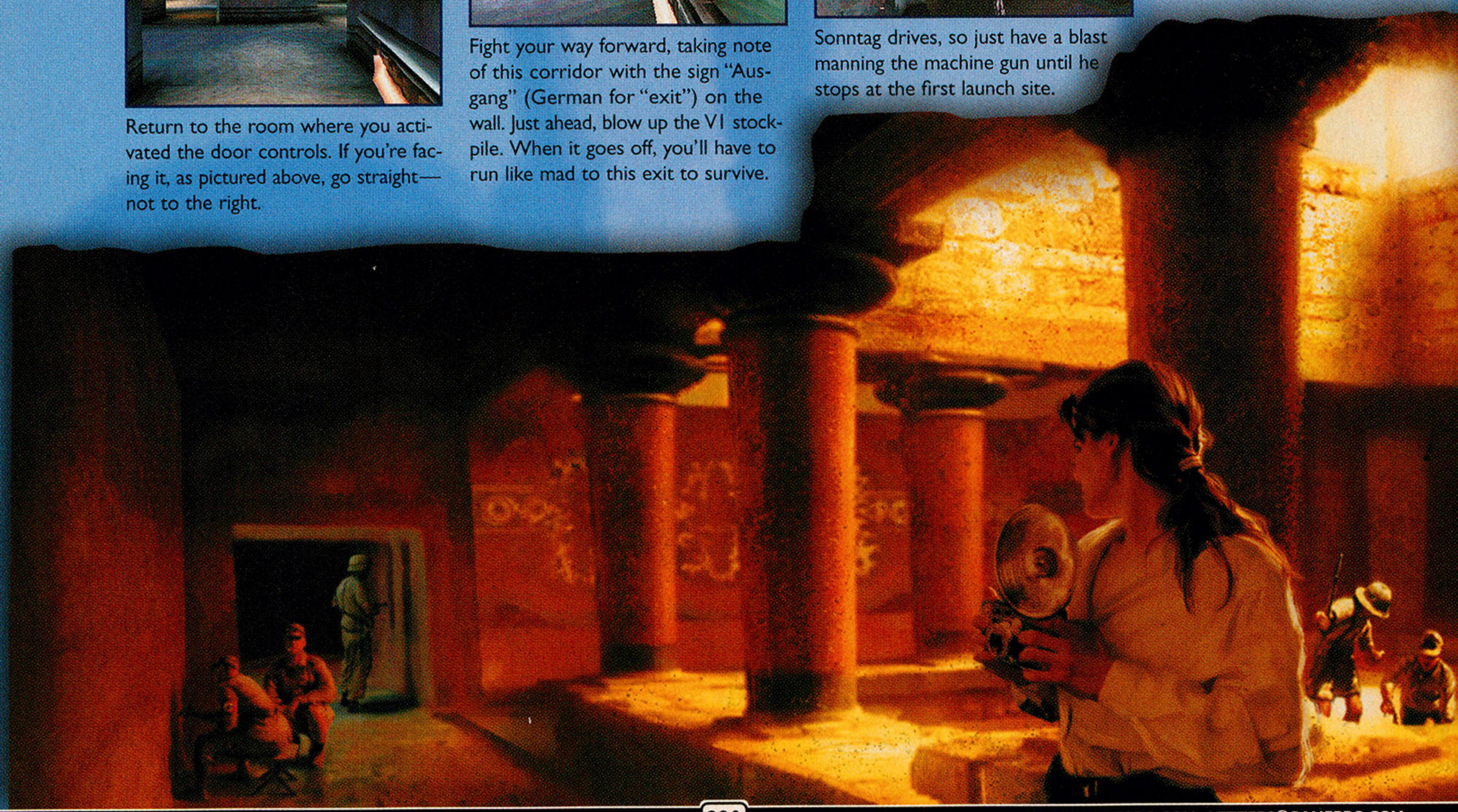


It's just a short jaunt to trash the launch site, then return to the bike. Blaze away down the hill to the second site, trash that, and then ride down the hill to the bottom.

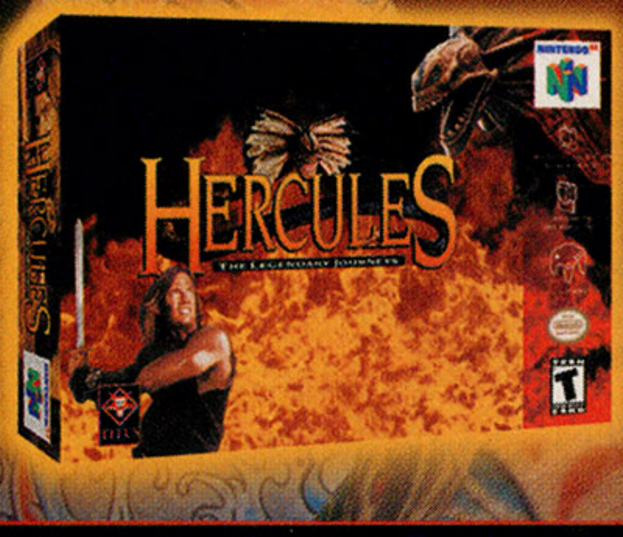
MISSION 7: LIBERATION!

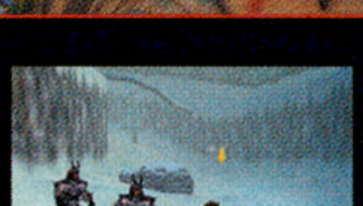
Final Uprising

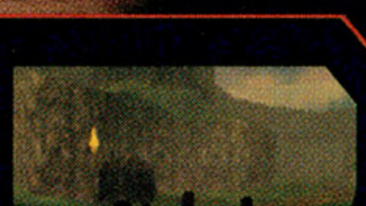
The petrol-bomb cache lies directly ahead of the starting point. Grab it and move on, battling through the city streets for a good distance until you encounter the first half-track. Move with extreme caution, retreating to use corners as traps—these battles are pretty tough.



Mess with the best go down like the rest.







- *THREE CONTROLLABLE CHARACTERS. EACH WITH UNIQUE ABILITIES AND WEAPONS
- *INNOVATIVE COMBAT SYSTEM
- *FAMOUS CHARACTERS FROM THE SHOW
- *FIGHT AGAINST MYTHICAL TERRIFYING MONSTERS
- *12 FULLY 3D WORLDS TO EXPLORE IN ANCIENT GREECE

TEEN T Animated Violence

UNIVERSAL

TITUS

NINTENDO 64

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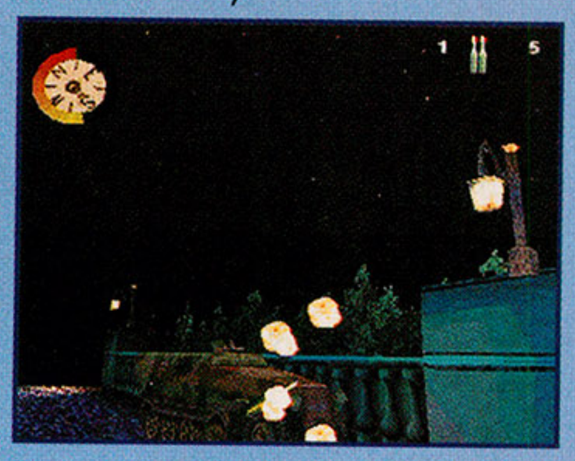
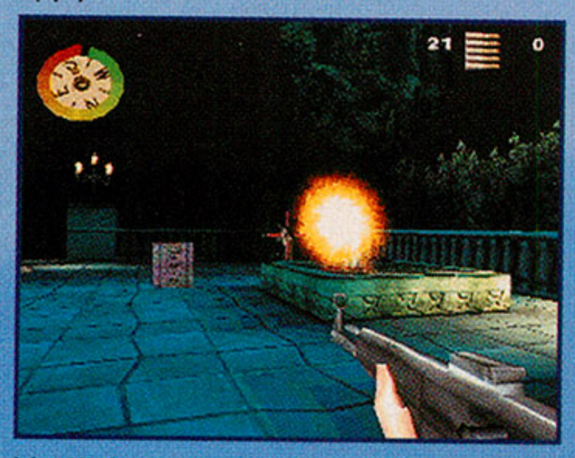
When the half-track appears, first target the machine gunner on its top.

Also, as many as three Panzerfaust-toting Nazis will attack, so neutralize them in a hurry.



Then position yourself around the half-track so its side-mounted machine gun can't drill you, and lob petrol bombs until it's toast. Directly ahead is the other half-track, which also has Panzerfaust support; the same tactics apply.



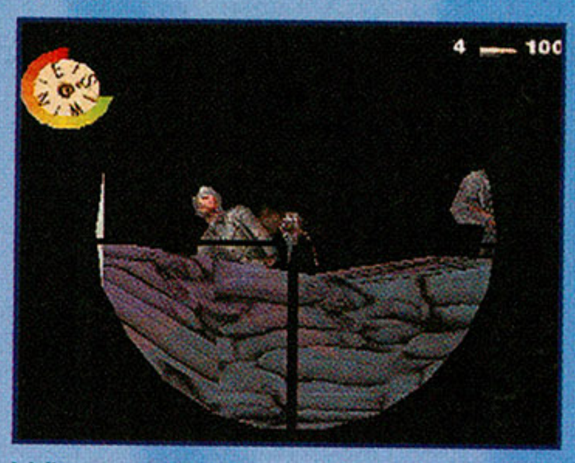
You'll face more Panzerfaust-carrying Nazis on the way to the prefecture—be careful of the enemies in green uniforms and helmets.

Continue fighting until an onscreen text message tells you that you've neutralized the guards, then enter the prefecture.

Street by Street

Just up the stairs from the start, you'll meet a resistance counterpart, so don't shoot him—but don't worry about defending him, either. Like the others you'll meet in this mission, he provides some firepower for a while and eventually bites it.

Continue past the first street by dropping down these stairs into a tunnel.

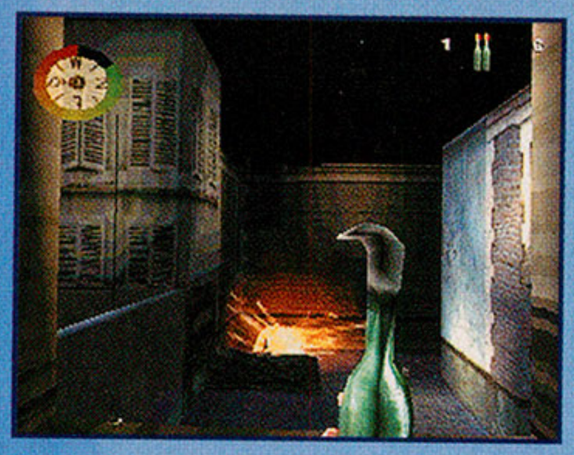


When you emerge from the tunnel, cautiously peek around the corner, where you see the first barricade: a sandbag wall with a mounted machine gun. Use your rifle to snipe the guards until an onscreen text message tells you the barricade is clear. Also, from here on out, rooftop snipers abound.

Move on and clear the second barricade the same way. After you do, a motorcycle will jump the barricade and attack, so target the driver to handle that.

Proceed by crawling through the tunnel that is opposite the barricade. As you emerge, you face another motorcycle.

At the next corner, climb the stairs—don't continue at street level.



At the top, you'll find a sniper's nest where you can handle the machine gunners ahead. Clear them out, return to the street, and fight your way forward. Sometimes the debris blocks the road, so look for creative ways to get around it.

When you locate the bar where the Nazis are having some refreshments, wipe them all out and collect the subway map they drop.

Battle forward until you locate the third barricade, clear it out, and enter the marketplace via the corridor pictured above (it's behind some sandbags before the third barricade) to end the mission.

Operation Marketplace

From the start, head to the right and into the market, where you meet your contact. But the little twerp is actually a Nazi agent, so before you go over to talk to him, grab the Panzerfaust shells and other supplies.

As soon as you talk to him, be ready to shoot as he summons a bunch of Germans and three tanks. The tanks roll out one by one as each previous tank is destroyed. But the tanks aren't your first priority—the Nazi soldiers are.

Don't face the horde head on; take cover where the mission started and let the Nazis come to you so you can pick them off, which prevents them from overwhelming you with superior numbers.

When it's just you and the tanks, keep popping up from behind cover and nailing the tanks with Panzerfaust and petrol bombs until all three are destroyed. If you run out of ammo, there's more to the left of the starting point.

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Proceed by crawling through the tunnel next to the sandbag wall where the tanks emerged.

Fight your way through the train until it stops, then get off the train and head up to the next control room.

Next, climb inside the castle through the window and grab the journal from the table, which adds two more objectives.

men who explode when they die—but at least your old friend the B.A.R. (Browning automatic rifle) returns to help put them down. You even face a motorcycle or two.

There's no real strategy to these insanely tough battles—just go for head shots and be smart about taking cover as you collect the Panzerknacker torso and head. And consider Invincibility mode if you unlocked it!

As soon as you go past the next sandbag wall, be ready for a plane to attack from above—don't fight back, just flee. After it passes, battle onward past more Nazis and a final tank until you reach the subway entrance, which ends the mission.

Throw the switch to divert the first track and unlock the gate ahead, then proceed forward through the gate, battle to the next control room, and pull the switch to divert the second track. Then sit back and watch the cool ending sequence as the trains blow up!

Then battle through the castle until you locate both Panzerknacker legs and one of the arms. Stick with the shotgun against the dogs.

Just when you thought it couldn't get any weirder, now you get to assemble the Panzerknacker, which is apparently a robo-soldier that looks like a nutcracker. To put it together, approach the tables down the hall from the starting point and tap □.

The End of the Line

Drop briefly down the stairs, then retreat back to the starting point. A horde of Germans attack; stay behind cover and let them come to you so you can pick them off.

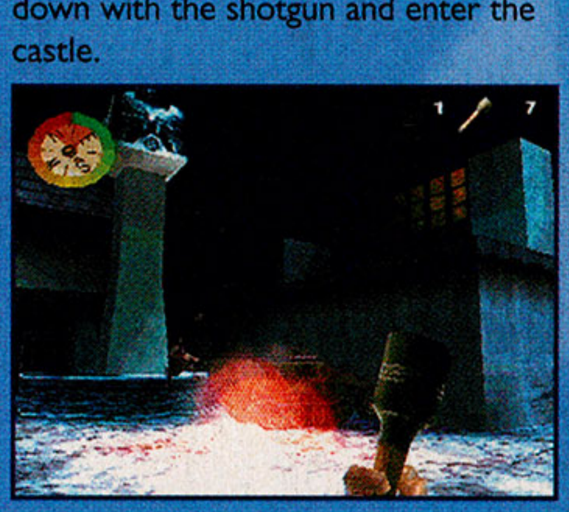
Then head up the stairs to the left of the starting point to collect the train schedule (which is tacked to the wall) and pull the lever to unlock the train doors. Next, return to the train and board it.

MISSION 8: PANZERKNACKER UNLEASHED!

Where Beagles Dare

This hidden mission started out as a mission that never made it into the first Medal of Honor. Jimmy Patterson is back behind the trigger, but DreamWorks definitely got a little goofy with this one…

…as you see right away from these odd dancing attack dogs. Put them down with the shotgun and enter the castle.



Inside the first courtyard, take out the half-track with your grenades. Watch out for the sniper on the wall above.

Watch out for the ones that don't dance—they have machine guns or bazookas.

After you grab the second leg, shoot out the window and jump into the courtyard. There, you'll find another window to shoot out and climb into; inside that room is the other arm and the exit.

Rotten to the Corps

The enemies keep getting stranger—knights in armor and green army

Then just follow Panzer-boy through the castle, blasting the other Panzerknackers as you go. The battle is unbelievably tough, but stick to the basics and let your robot take the heat until he bites it—then you're on your own as you battle a tank and more on the way to the exit.

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Prepare yourself for the ultimate online gaming experience. Revisiting the renowned Phantasy Star series, the first fully networked console-based RPG, Phantasy Star Online, will connect gamers worldwide in a sci-fi fantasy universe featuring detailed 3D labyrinths and vast free-roaming landscapes. Players from around the globe will unite online via SegaNet to communicate and participate in various adventures in an online community unlike any other. Developed by Yuji Naka and his Sonic team, Phantasy Star Online will revolutionize worldwide online console gameplay by breaking down the barriers of culture and language.

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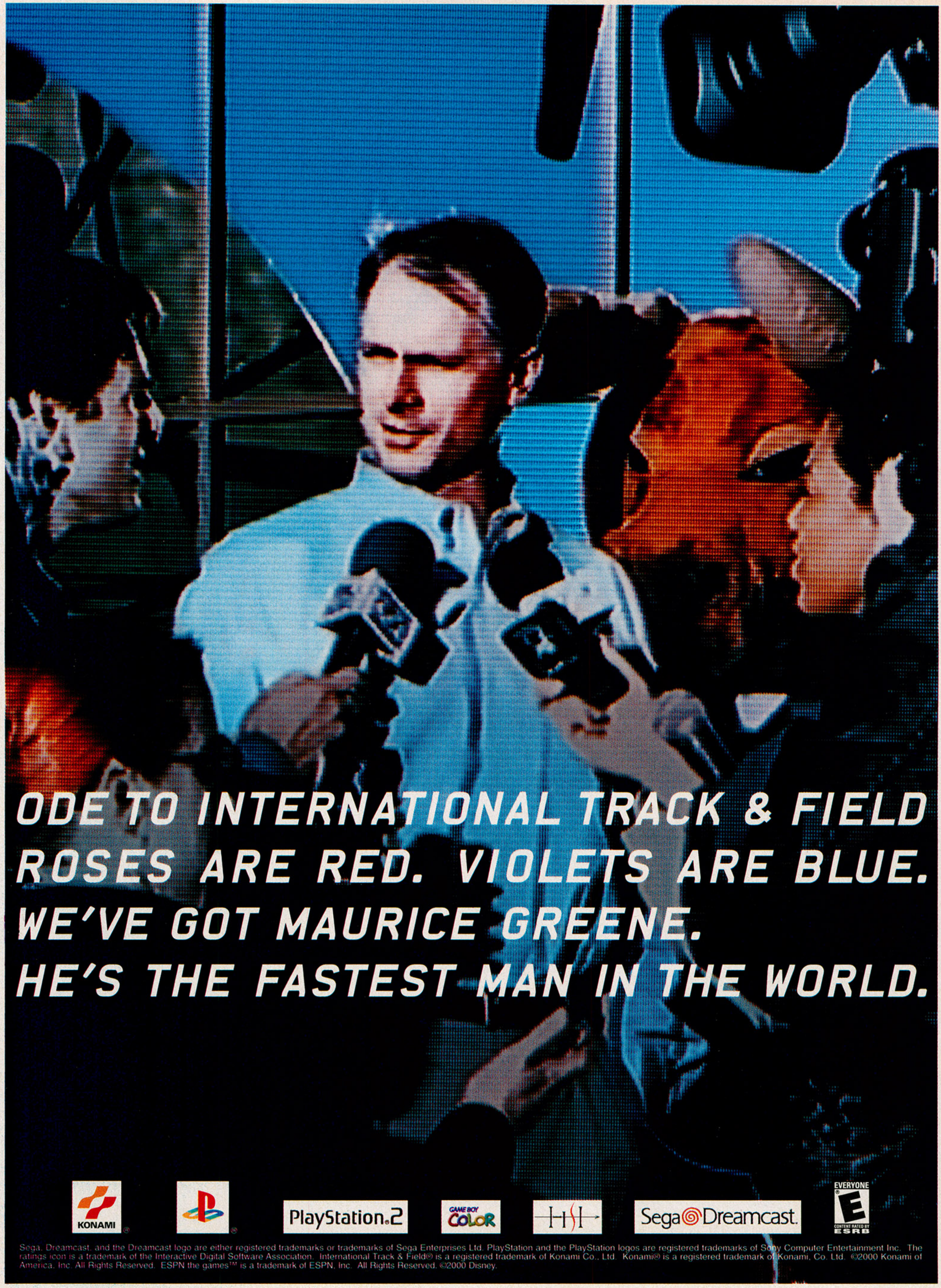

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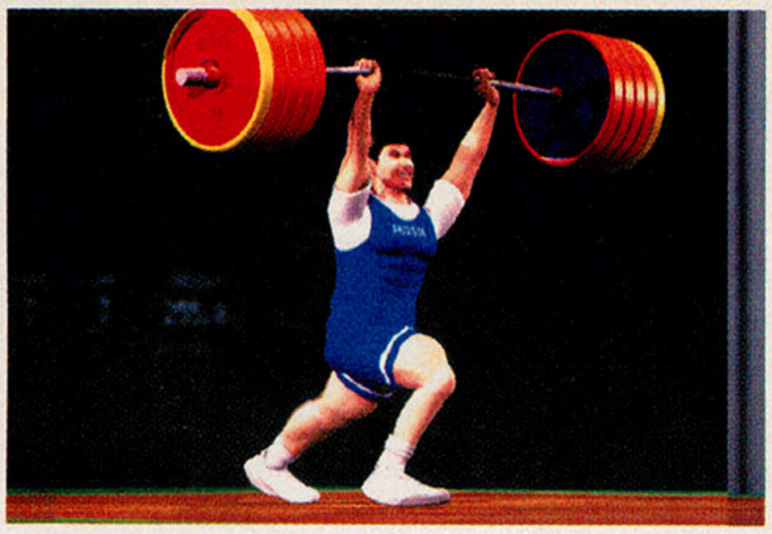

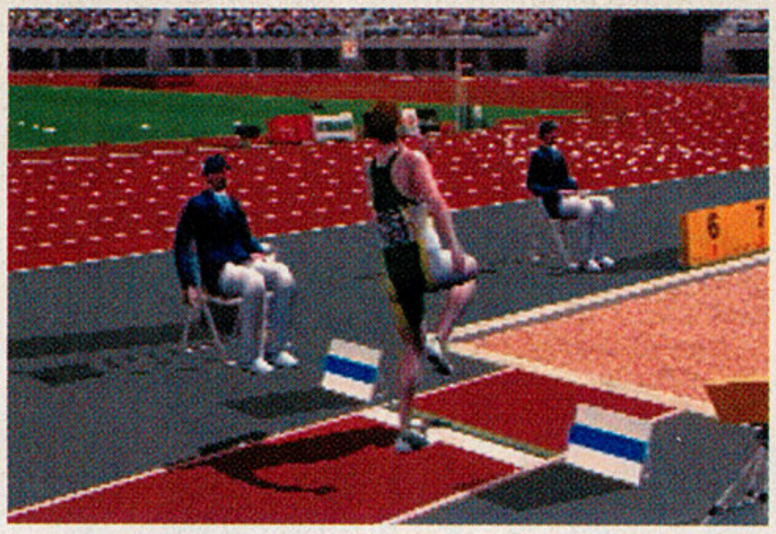

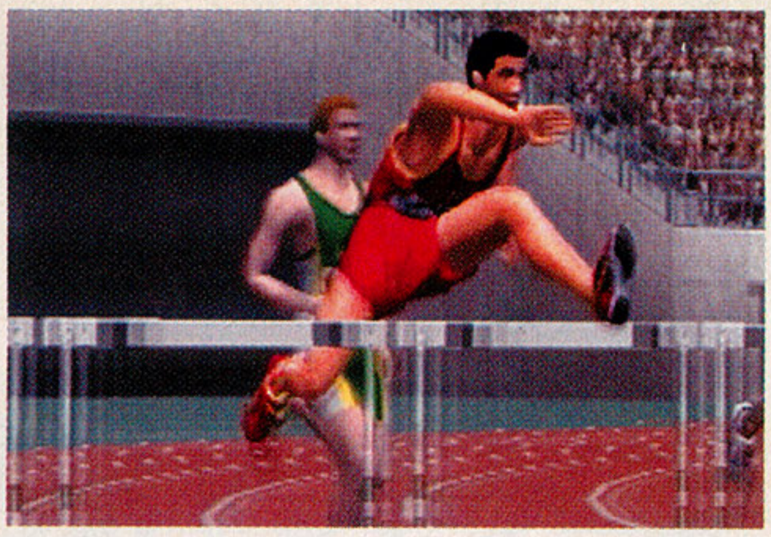

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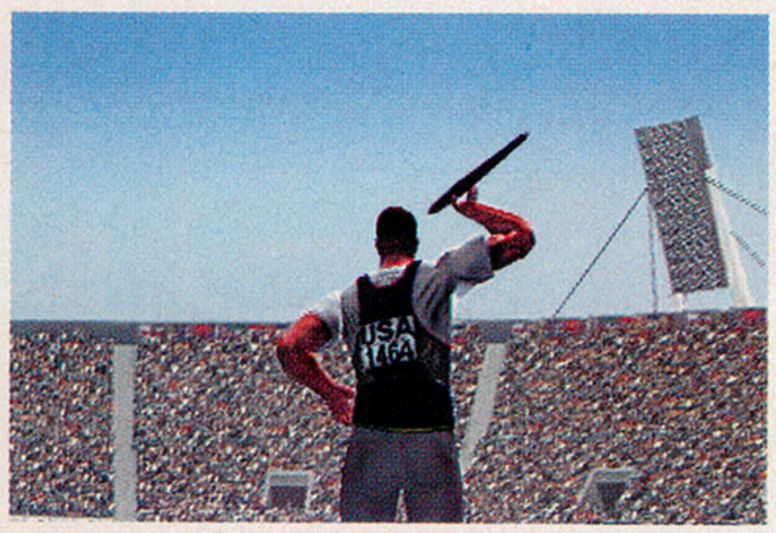

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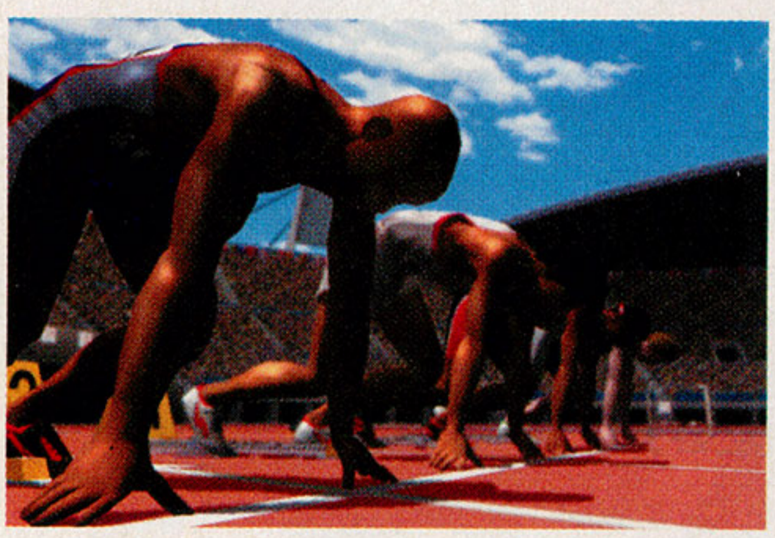

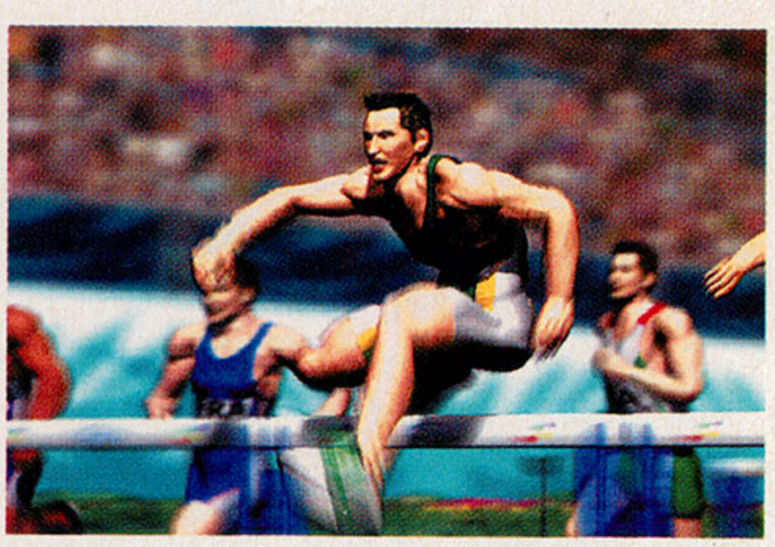

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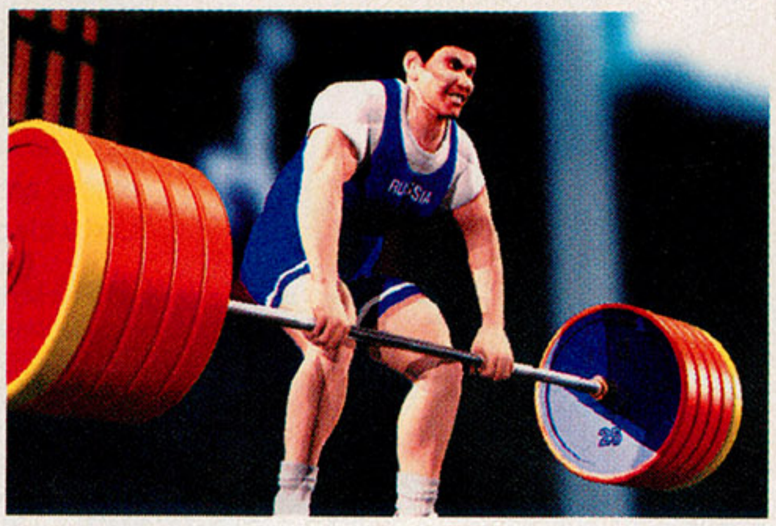
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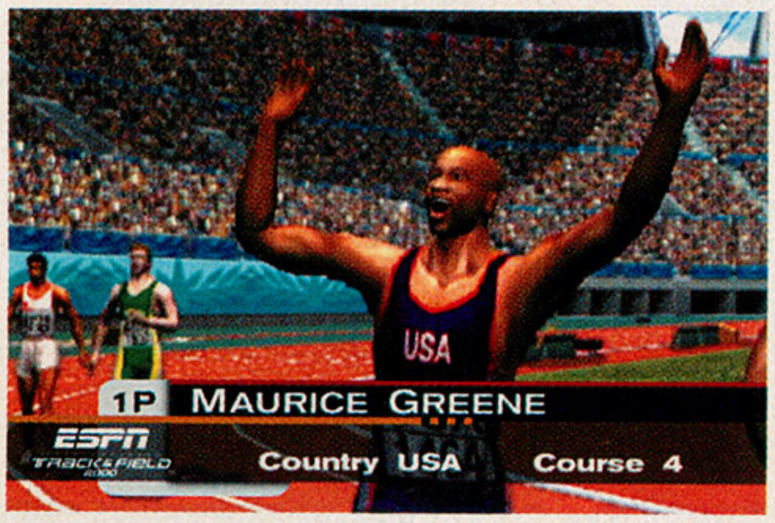
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CAPCOM® VS. SNK®

TEEN T CONTENT RATED BY ESRB

Dreamcast

In Capcom's latest 2D brawler, Capcom vs. SNK, the legendary Street Fighters are finally able to go toe-to-toe with their counterparts from the King of Fighters, and the result should please fans of both series. *GamePro* delivers the goods on all the new game features as well as in-depth strategies on 12 fighters who you may not have seen in a long, long while.

By Uncle Dust
(Special thanks to WCMaxi)

Basic Skills

The basic fighting engine for Capcom vs. SNK is a merge between the two companies' games and shares a few moves from each, as well as a few notable omissions. For Street Fighter vets, there's no air block and only four attack buttons. Here's a list of skills you need to learn before you fight. These moves apply to all fighters.

Guard
Hold ←

Low Guard
Hold ↙

Forward Dash
Tap →, →

Backward Dash
Tap ←, ←

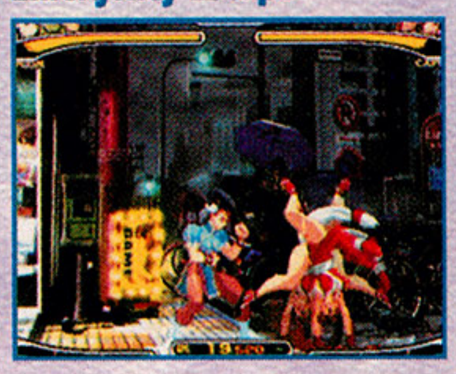
High Jump
Tap ↓, ↑

Jump High Toward
Tap ↙, ↗

Jump High Backward
Tap ↘, ↖

Throw
When in close to your opponent, tap (→ HP) or (→ HK)

Emergency Escape



Tap (LP LK) to quickly avoid your opponent's attack by rolling toward them.

Air Juggle

An air juggle occurs when an attack knocks your opponent into the air and you land another blow before they hit the ground.

Cross-Up Attacks

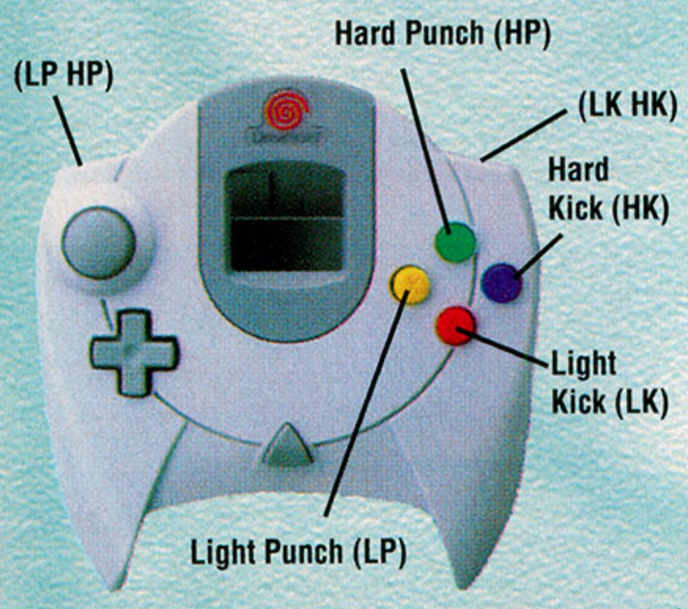
To perform a cross-up attack, jump in deep with a move toward the opposite side of your opponent to land the next hit. Cross-up attacks are a good way to start a combo because they often confuse a blocking opponent.

Two-In-One Combos

Two-in-one combos link one move directly into another by having one move end right where the other move begins. So an attack that's done while holding ↓ can be chained with a special move that starts by holding that direction. If you land the first attack, the second move will also land.

Note: Not all characters' regular and special moves can be chained into two-in-one combos.

Controller Legend

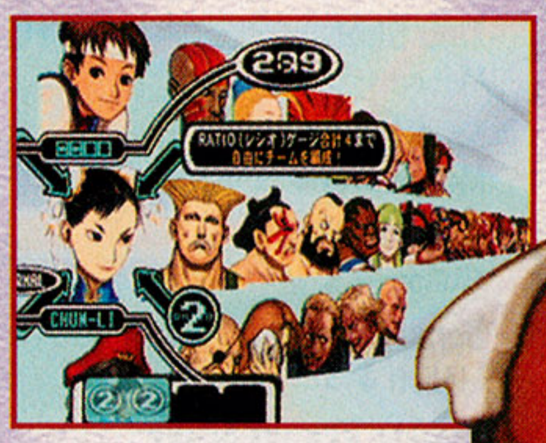


P	=	Any Punch
LP	=	Light Punch
HP	=	Hard Punch
K	=	Any Kick
LK	=	Light Kick
HK	=	Hard Kick
Motion	=	Move the joystick in one smooth, continuous motion.
Tap	=	Tap the buttons and directions indicated in sequence.
( )	=	Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If he's facing left, reverse any → and ← commands.

Play Mechanics

Variable Team System



All of the first 28 available characters in the game are rated on a level between 1 and 3 (see "Character Ratings"). When you pick a team of fighters, it must add up to 4. Some hidden characters rate up to Level 4 (see "Not-So-Secret Characters"). The higher the character is rated, the more damage his attacks deal and the less damage he receives. So one-on-one Cammy might not stand a chance against M. Bison or Sagat, but she can have up to three more teammates—while Bison can have only one Level 1 character on his side.

Character Ratings

Level 1 Characters • Level 1 Characters • Leve

Capcom: Sakura, Cammy, Dhalsim, Blanka

SNK: Benimaru, King, Vice, Yuri

Level 2 Characters • Level 2 Characters • Le

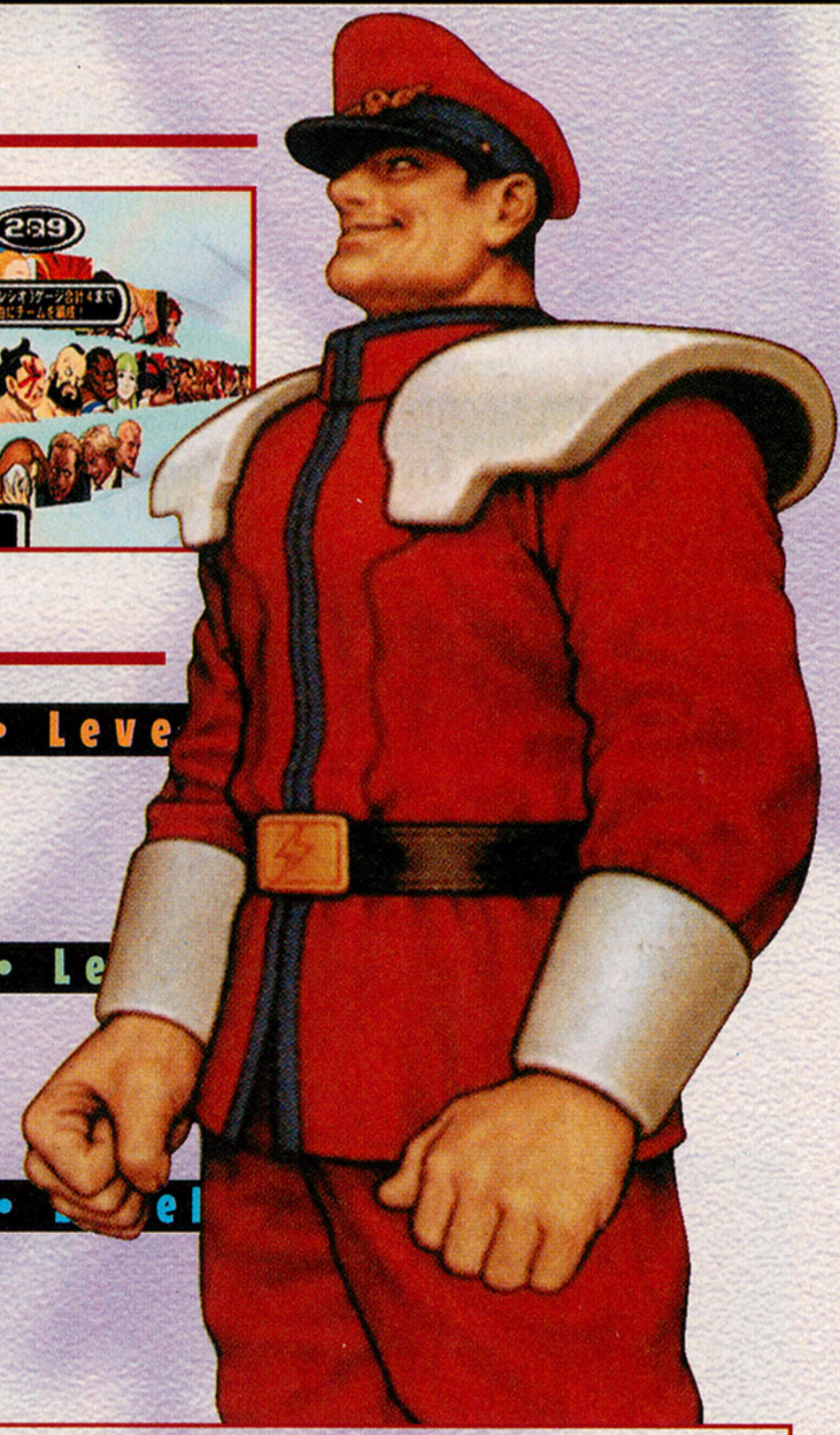
Capcom: Ryu, Ken, Chun Li, Guile, Balrog, E. Honda, Zangief

SNK: Terry, Mai, Iori, Kyo, Raiden, Kim, Ryo

Level 3 Characters • Level 3 Characters • Le

Capcom: M. Bison, Sagat, Vega

SNK: Yamazaki, Rugal, Geese



Get Into the Groove, Boy

Before selecting your team, you must choose between two different fighting styles, or Grooves—Capcom or SNK. These Grooves control the way your Super Gauge builds up, giving you different opportunities to use your Super Moves.

Capcom Groove

Based on the Street Fighter Alpha Series, this gauge builds up three different levels as players inflict and receive damage. Players can then do Super Combos of different levels, with Level Three delivering the most hits and damage. For a Level One Super Combo, you must do the proper controller motion, then tap either LP or LK (if your Super Gauge is at Level Three, you can use this move three times in a row). Perform the motion, then tap HP or HK for a Level Two Super Combo. Finally, perform the motion, and then tap (LP HP) or (LK HK) to use a Level Three Super Combo.

SNK Groove

As in the King of Fighters series, your Super Gauge builds up if you charge (LP LK). Once the bar reaches its limit, you have a limited amount of time to do your Super Special Move. Also, if a player's vitality is very low, you can perform an enhanced variation of his Super Special Move repeatedly. If used wisely, this last-ditch super attack can really turn the tide of a losing battle.

Note: All Killer Combos are demonstrated with the Capcom Groove that allows for a higher number of maximum hits.

Standard vs. Extra

The game begins with 28 playable characters (14 from Capcom, 14 from SNK), and all of these fighters—except Ryu and Iori—have an Extra version that can be purchased in the Secret Shop (along with Secret Characters, New Backgrounds, Extra Play Modes, and more). The Extra versions of each character change their move list slightly—sometimes by adding or subtracting moves, other times by just changing the moves' mechanics. Ryu and Iori have Extra versions that are separate hidden fighters that must be unlocked. Players earn points for playing the game in all modes. After several hours of play time, you can unlock all five secret fighters (see "Not-So-Secret Characters") and the 26 Extra versions.

Note: All character moves are demonstrated with the Standard version of each character.

Not-So-Secret Characters

Morrigan

Level 2 Character

Nakoruru

Level 2 Character

Akuma

Level 4 Character

Evil Ryu

Level 4 Character

Riot Blood Iori

Level 4 Character

King

King is a useful Level 1 character with a solid combination of projectile and air kick attacks. When these attacks are mixed with strong combos, she can inflict massive damage while staying out of harm's way. She's at her best when attacking and keeping other characters off balance, but defensively, she's rather weak.

Special Moves

Trap Shot
Motion ← ↙ ↓ ↙ ← K

Surprise Rose
Motion → ↘ ↓ ↘ → K

Tornado Kick
Motion → ↘ ↓ ↙ ← K

Venom Strike
Motion ↓ ↘ → K

Double Venom Strike
Motion ↓ ↘ → ↓ ↘ → K

Super Special Moves

Illusion Dance
Motion ↓ ↘ → ↘ ↓ ↙ ← K

Silent Flash
While in close, motion ↓ ↙ ← ↓ ↙ ← K

Killer Combos

Seven-Hit Double Venom Attack

Jump in deep, tap HK

Hold ↓, tap LP

Hold ↓, tap LP

Hold ↓, tap LP

Hold ↓, tap LP

Motion ↓ ↘ → ↓ ↘ → HP for two hits

Six-Hit Surprise Throw Combo

Note: Your opponent must be in the corner in order to perform this combo.

Tap (→ HP) for two hits

Motion → ↓ ↘ HP for four hits

Sixteen-Hit Face Dance

Note: Your Super Combo Level Gauge must be at Level Three in order to perform this combo.

Jump in deep, tap HP

Tap HK for two hits

Motion ↓ ↘ → ↘ ↓ ↙ ← (LK HK) for 13 hits

More Killer Combos

Thirteen-Hit Throwing Kick Combo
Jump in deep, tap HK, LP, LK, motion ← ↓ ↙ LK for six hits, motion → ↓ ↘ HP for four hits

Nine-Hit Surprise Venom Knockdown
Jump in deep, tap HK, hold ↓, tap LP, motion → ↘ ↓ ↘ → HK for five hits, motion ↓ ↘ → ↓ ↘ → HK for two hits

Thirteen-Hit Silent Death
Note: Your Super Combo Level Gauge must be at Level Three in order to perform this combo.

Jump in deep, tap LK

Hold ↓, tap LK, two-in-one

Motion ↙ ← ↓ ↙ ← (LK HK) for 11 hits

Five-Hit Tornado Kick Combo

Jump in deep, tap HK

Hold ↓, tap LK

Hold ↓, tap LK

Motion → ↘ ↓ ↙ ← HK for two hits

Benimaru Nikaido

Benimaru isn't a particularly effective fighter because his moves are limited and don't combo effectively. His air attacks can be effective against novices, but are easily defended by more advanced players. His Multi-Hit Raijinken is his best weapon, but in his Standard version it can't stop a jumping opponent like in King of Fighters Dream Match 1999.

Special Moves

Raijinken
Motion ↓ ↘ → LP

Multi-Hit Raijinken
Motion ↓ ↘ →, repeatedly tap HP for multiple hits

Flying Spin Kick
While in the air, hold ↓, tap HK

Iai Geri
Motion ↓ ↘ → K

Shinku Katategoma
Motion → ↘ ↓ ↙ ← K

Killer Combos

Seven-Hit Spinning Lightning Combo

While in the air, hold ↓, tap HK for three hits

Hold ↓, tap LP, two-in-one

Motion ↘ →, tap HP, HP, HP for three hits

Eight-Hit Electric Charge Combo

Note: Your Super Combo Level Gauge must be at Level Three in order to perform this combo.

Jump in deep, tap HK

Hold ↓, tap LP

Hold ↓, tap LP, two-in-one

Motion ↙ ← ↓ ↙ ← (LP HP) for five hits

Five-Hit Spin Kicker

Jump in deep, tap HK

Tap LK

Tap LK

Tap LK

Motion → ↘ ↓ ↙ ← HK

Twelve-Hit Hyper Heaven Combo

Jump in deep, tap HK

Motion ↓ ↘ → HK

Motion ↓ ↘ → ↓ ↘ → (LP HP) for 10 hits

Super Special Moves

Raikoken
Motion ↓ ↘ → ↓ ↘ → P

Denei Spark
Motion ↓ ↙ ← ↓ ↙ ← P

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Winners' List: For a list of the winners, send a self-addressed, stamped #10 envelope to The Ready 2 Rumble Boxing: Round 2 Party Contest Winner's List, 501 Second Street, Suite 500, San Francisco, CA 94107, after February 28, 2001 and before February 28, 2002.

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Yuri Sakazaki

Yuri's strength lies in her quick attacks and corner trapping. She has no projectile or spinning kick (like she did in King of Fighters Dream Match 1999), so she must put constant pressure on her opponents with uppercut combos.

Killer Combos

Thirteen-Hit Face Slapper

Jump in deep, tap HP | Tap LP | Motion → ↘ ↓ ↙ ← HK for 11 hits

Six-Hit Double Uppercut Combo

Jump in deep, tap HK | Tap LP | Motion → ↓ ↘ HP for two hits | Motion → ↓ ↘ HP for two hits

Special Moves

Kuga
Motion ↓ ↘ → P

Koouken
Motion → ↘ ↓ ↘ → P

Double Koouken
Motion → ↘ ↓ ↘ → P, motion → ↘ ↓ ↘ → P

Raioken
Motion ↓ ↘ → K

Hundred Blows Attack
Motion → ↘ ↓ ↙ ← K

Super Special Moves

Hao Shokoken
Motion → ↘ ↓ ↙ ← ↙ ↓ ↘ → P

Hien Rekkou
Motion ↓ ↘ → ↘ ↓ ↘ P

Nine-Hit Punching Demon Slash

Note: Your Super Combo Level Gauge must be at Level Three in order to perform this combo.

Jump in deep, tap HP | Tap LP | Tap HP | Motion ↓ ↘ → ↓ ↘ → (LP HP) for six hits

Level 1 Characters • Level 1 Characters • Level 1 Characters • Level 1 C

Dhalsim

As slow and goofy as he's always been, this classic Capcom character relies heavily on his long reach and projectiles. Keeping yourself a safe distance from your enemy is the only way to stay in the fight with Dhalsim. Because of his lack of speed, teleporting is his best way to avoid opponents. As Level 1 characters go, he should be low on your list.

Special Moves

Yoga Fire
Motion ↓ ↘ → P

Yoga Flame
Motion → ↘ ↓ ↙ ← P

Yoga Blast
Motion → ↘ ↓ ↙ ← K

Yoga Teleport
Motion → ↘ ↓ → ↘ ↓ (LP HP) or (LK HK)

Yoga Teleport
Motion ← ↙ ↓ ← ↙ ↓ (LP HP) or (LK HK)

Super Combos

Yoga Stream
Motion ↓ ↘ → ↓ ↘ → P

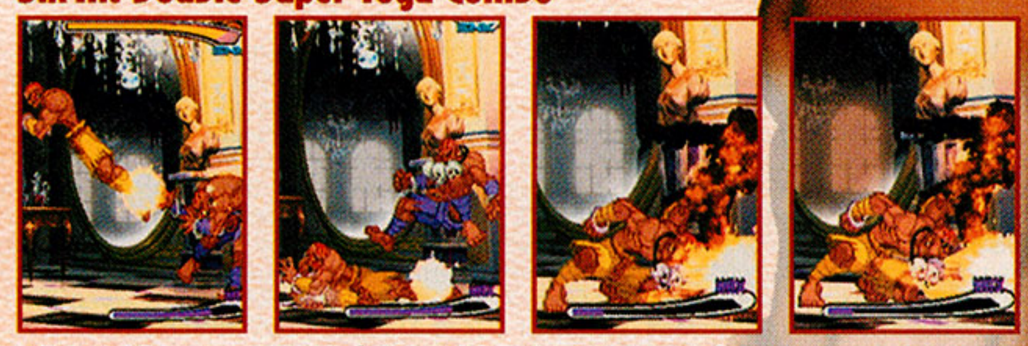
Yoga Volcano
Motion ↓ ↘ → ↓ ↘ → K

Killer Combos

Four-Hit Yoga Fire Attack

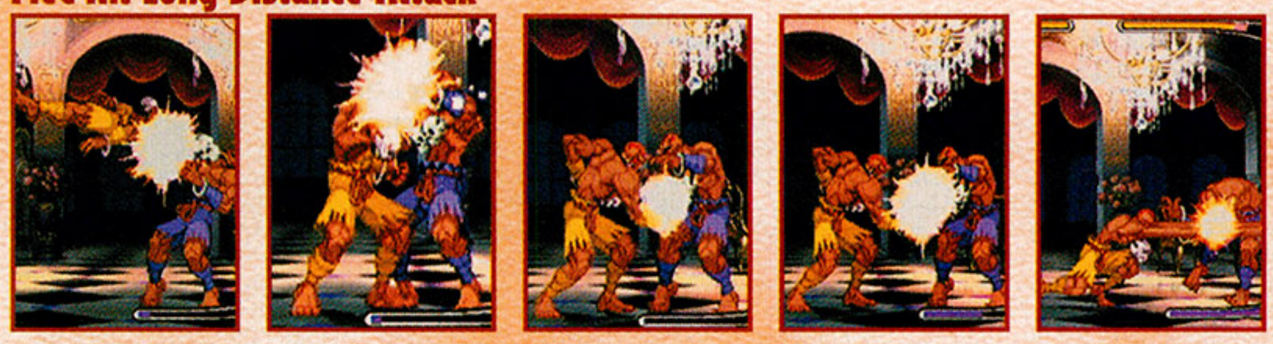
While in the air, tap (↓ HK) | Tap LP | Tap LP | Motion ↓ ↘ → HP

Six-Hit Double Super Yoga Combo



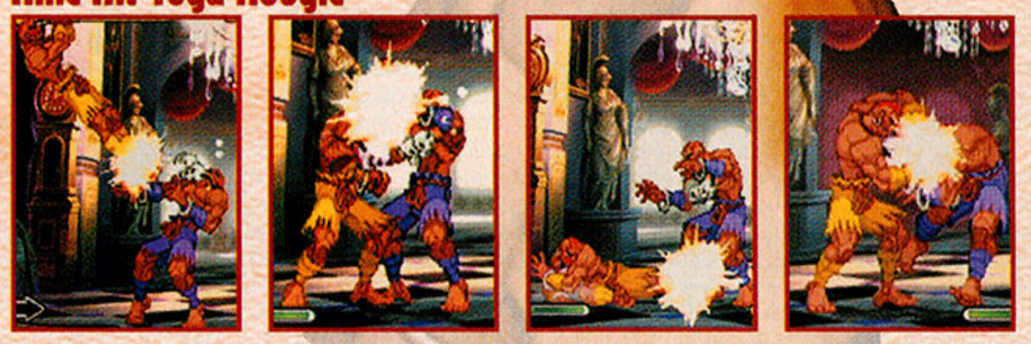
While in the air, tap (↓ HK) | Hold ↓, tap HK, two-in-one | Motion ↘ → ↓ ↘ → LP for three hits | Motion ↓ ↘ → ↓ ↘ → HP

Five-Hit Long Distance Attack



While in the air, tap (↓ HP) | Tap LP | Tap LP | Tap LP | Tap HP

Nine-Hit Yoga Noogie



While in the air, tap (↓ HK) | Tap LP | Hold ↓, tap LK | Tap (→ HP) for six hits

TIM SUHR

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Terry Bogard

Terry (along with his brother Andy) formed a formidable one-two punch for many of SNK's fighting games—much like Ryu and Ken did for Capcom's. Only Terry made it to this game, but he's bad enough for the both of them. With a combination of solid charge attacks, his projectile, and his flying kick, Terry is a well-balanced brawler who's well worth including on your team.

Special Moves

Power Wave
Motion ↓ ↘ → P

Burning Knuckles
Motion ↓ ↙ ← P

Crack Shot
Motion ↓ ↙ ← K

Rising Tackle
Charge ↓ two seconds, tap (↑ P)

Super Special Moves

Power Geyser
Motion ↓ ↙ ← ↙ → P

Buster Wolf
Motion ↓ ↘ → ↓ ↘ → K

Killer Combos

Two-Hit Charging Projectile

Note: Start this combo from mid- to a full screen away from your opponent.

Motion ↓ ↘ → HP

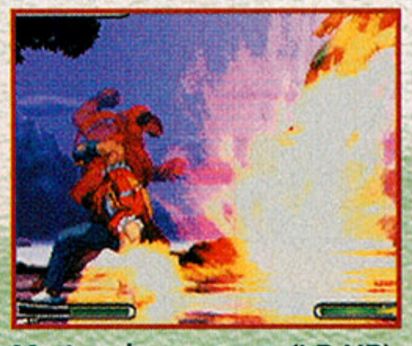
Motion ↓ ↙ ← HP

Six-Hit Geyser Buster

Note: Your Super Combo Level Gauge must be at Level Three in order to perform this combo.

Jump in deep, tap HK

Hold ↘, tap HP



Motion ↓ ↙ ← ↘ → (LP HP) for four hits

Three-Hit Burnt Knuckles Attack

Jump in deep, tap HP

Hold ↘, tap HP

Motion ↓ ↙ ← HP

Thirteen-Hit Burning Tackle

Note: Your Super Combo Level Gauge must be at Level Three in order to perform this combo.

Jump in deep, tap HK

Tap HP for two hits

Motion ↓ ↘ → ↓ ↘ → (LK HK) for six hits, charge ↓, two-in-one

Tap (↑ HK) for four hits

Iori Yagami

Iori is similar to Kyo, but with a projectile. He does a better job with longer combos, but doesn't have an especially effective kick attack. Both of Iori's Specials are powerful and fairly easy to combo with. He may have similar moves to Kyo, but Iori isn't nearly as fast, which makes him very different to play.

Special Moves

Yamibarai
Motion ↓ ↘ → P

Oniyaki
Motion → ↓ ↘ P

Roihana
Motion ↓ ↙ ← P ↓ ↙ ← P ↓ ↙ ← P

Crescent Moon Shade
Motion → ↘ ↓ ↙ ← K

Kototsuki In
Motion → ↘ ↓ ↙ ← → P

Super Special Moves

Yakazuki
Note: Charge P to inflict more damage after you perform the motion.
Motion ↓ ↙ ← ↙ ↓ ↘ → P

Yaotome
Motion ↓ ↘ → ↘ ↓ ↙ ← P

Killer Combos

Five-Hit Punch Barrage

Motion → ↘ ↓ ↙ ← → HP

Tap HP

Motion ↓ ↙ ← HP

Motion ↓ ↙ ← HP

Motion ↓ ↙ ← HP

Six-Hit Flaming Upper Combo

Cross-up, tap LK

Tap LP

Tap LP

Tap HP

Motion ← ↓ ↙ HP for two hits

Sixteen-Hit Super, Super Special Combo

Note: Your Super Combo Level Gauge must be at Level Three in order to perform this combo.

Motion ↓ ↙ ← ↙ ↓ ↘ → LP for three hits

Tap HP

Hold ↓, tap HP, two-in-one

Motion ↘ → ↘ ↓ ↙ ← LP for 11 hits

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Mai Shiranui

A combination of excellent air attacks and projectiles make Mai an easy and effective character to use. She's an all-around solid fighter who's good with fast strikes and combos. Mai isn't the deepest or strongest character to fight with, so you must stay on the attack. She's a solid place to start for players new to the SNK group.

Special Moves

Kachosen
Motion ↓ ↘ → P

Ryuenbu
Motion ↓ ↙ ← P

Musasabi no Mai
Charge ↓ two seconds, tap (↑ P)

Shinobi Bachi
While in the air, motion ↓ ↙ ← P

Snow Heron Dance
Motion ← ↙ ↓ ↘ → K

Killer Combos

Four-Hit Flaming Attack

Jump in deep, tap HK

Tap HP

Motion ↓ ↙ ← HP for two hits

Six-Hit Flying Super Death

Note: Your Super Combo Level Gauge must be at Level Three in order to perform this combo.

Jump in deep, tap HK

While still in the air, motion ↓ ↙ ← ↓ ↙ ← (LP HP) for five hits

Eight-Hit Super Deadly Kick Combo

Note: Your Super Combo Level Gauge must be at Level Three in order to perform this combo.

Jump in deep, tap HK

Hold ↓, tap HK, two-in-one

Motion ↙ ← ↙ ↓ ↘ → (LP HP) for six hits

Fourteen-Hit Super Deadly Quick Kicks

Note: Your Super Combo Level Gauge must be at Level Three in order to perform this combo.

Jump in deep, tap HP

Hold ↓, tap LK

Hold ↓, tap LK

Hold ↓, tap LK, two-in-one

Motion ↙ ← ↙ ↓ ↘ → (LP HP) for 10 hits

Super Special Moves

Super Shinobi Bachi
Motion ↓ ↙ ← ↙ ↓ ↘ → K

Benisuzaku
While in the air, motion ↓ ↙ ← ↓ ↙ ← P

Kyo Kusanagi

Kyo's powerful—but short—combo attacks, when mixed with his uppercut and kick attack, give him a solid offense. He can easily stand toe-to-toe with any character, but his lack of a projectile and inability to get long, high-hit combos make him susceptible to some of the more powerful characters. Justifiably one of the favorites in the SNK crowd.

Special Moves

Oniyaki
Motion → ↓ ↘ P

Kototsuki Yo
Motion → ↘ ↓ ↙ ← K

R.E.D. Kick
Motion ← ↙ ↓ ↙ ← K

Aragami Punch Attack
Motion ↓ ↘ → P → ↘ ↓ ↙ ← P

Aragami Kick Attack
Motion ↓ ↘ → P → ↘ ↓ ↙ ← K

Super Special Moves

Orochinagi
Motion ↓ ↙ ← ↙ ↓ ↘ → P

Mushiki
Motion ↓ ↘ → ↓ ↘ → P

Killer Combos

Four-Hit Slash Combo

Jump in deep, tap HK

Tap HK

Motion → ↘ ↓ ↙ ← LK for two hits

Six-Hit Wicked Combo Attack

Jump in deep, tap HP

Hold ↓, tap LK

Tap HP

Motion ↓ ↘ → HP

Motion ↓ ↘ → HP

Tap LK

Twelve-Hit Showdown Beatdown

Note: Your Super Combo Level Gauge must be at Level Three in order to perform this combo.

Jump in deep, tap HK

Hold ↓, tap LK, two-in-one

Motion ↘ → ↓ ↘ → (LP HP) for 10 hits

RULES:

1. To Enter: No purchase necessary. The Acclaim Max Sports' BMX Contest starts November 12, 2000 and ends December 31, 2000. To enter: complete and mail the Entry Card in the December 2000 issue of *GamePro* magazine; or you can enter online at http://www.gamepro.com, or you can hand print on a plain piece of 3" x 5" paper your full name, complete mailing address (street, city, state, country and zip code), age (as of December 31, 2000), gender, complete daytime phone number with area code, e-mail address (if applicable), gaming system you use, how you got the December 2000 issue of GamePro magazine, and the letter that corresponds to the correct answer to the Entry Question to: The Acclaim Max Sports' BMX Contest, 501 Second Street, Suite 500, San Francisco, CA 94107. To enter electronically: complete the electronic entry form on gamepro.com. Limit one entry per name per household. Electronic entries must be received by December 31, 2000. Mail-in entries must be postmarked no later than December 31, 2000. Entries become the property of IDG Games Media Group and will not be returned. IDG Games Media Group and Acclaim Max Sports assume no responsibility for illegible, lost, delayed, misdirected or incomplete entries, system errors and failures, faulty transmissions, or other telecommunications malfunctions. No photocopied or mechanically reproduced entries allowed. Sponsors reserve the right, at their sole discretion to cancel, terminate or suspend the online promotion should any unauthorized intervention or other cause beyond the control of the sponsors affect the administration or proper play or conduct of the promotion.

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3. Winners: Four winners will be selected via a random drawing from all correct entries on or around January 15, 2001. Odds of winning depend upon the number of entries received. Winners will be notified by phone and/or mail and their names will be posted on the GamePro.com Winners page. Return of any prize or prize notification may result in forfeiture of the prize. In the event of noncompliance by the winner, an alternative winner may be awarded the prize. IDG Games Media has the right to revise dates and procedures mentioned in these rules.

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6. Winners' List: For a list of the winners, send a self-addressed, stamped envelope to Acclaim Max Sports' BMX Contest, 501 Second Street, Suite 500, San Francisco, CA 94107, after February 15, 2001 and before February 15, 2002.

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Name that trick!

A. X-Up

B. Tabletop

C. Turndown backflip

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Geese Howard

Geese is the big, bad boss of the SNK universe. His long-reaching punches and kicks are very powerful, but it's his multiple counter moves that make him unique and can cripple an opponent—their timing is difficult, though. His Super Special Moves are incredibly effective, but also extremely advanced, making him a character for the seasoned fighter. Once you master him, however, you'll be tough to beat.

Special Moves

Reppuken
Motion ↓ ↘ → LP

Double Reppuken
Motion ↓ ↘ → HP

Atemi Throw High
When your opponent comes at you with a jumping attack, motion → ↘ ↓ ↙ ← LP

Atemi Throw Mid
When your opponent attacks, motion → ↘ ↓ ↙ ← HP

Atemi Throw Low
When your opponent comes at you with a low attack, motion → ↘ ↓ ↙ ← LK

Shippuken
While in the air, motion ↓ ↙ ← P

Super Special Moves

Raising Storm
Motion ↙ ← ↙ ↓ ↘ → ↘ P

Deadly Rave
Motion → ↘ ↓ ↙ ← → LP, tap LP, LP, LK, LK, HP, HP, HK, HK, motion ↓ ↙ ← HP

Killer Combos

Four-Hit Fireball Attack

Jump in deep, tap HK

Hold ↓, tap LP, two-in-one

Motion ↘ → HP for two hits

Twelve-Hit Super Rave

Note: Your Super Combo Level Gauge must be at Level Three in order to perform this combo.

Jump in deep, tap HK

Tap HP

Motion ↓ ↙ ← → LK, tap LP, LP, LK, LK, HP, HP, HK, HK, motion ↓ ↙ ← HP for 10 hits

Level 3 Characters • Level 3 Characters • Level 3 Characters • Level 3 C

M. Bison

Capcom's number-one bad guy is back—but without his Psycho Crusher, which only appears as a Super Combo. Regardless, Bison's relentless offensive attacks make him deadly, as long as you are always charging ↓ for either a Skull Diver or Head Press, or charging ← for a Psycho Impact or Knee Press. Also, be sure to take advantage of his superior air attacks.

Special Moves

Psycho Banish
Tap →, ←, →, P

Charging Psycho Impact
Charge ← two seconds, tap (→ P)

Double Knee Press
Charge ← two seconds, tap (→ K)

Head Press
Charge ↓ two seconds, tap (↑ K)
Note: Tap P during Bison's descent to score an extra hit.

Somersault Skull Diver
Charge ↓ two seconds, tap (↑ P), P
Note: Tap P after the first P to score an extra hit.

Super Combos

Knee Press Nightmare
Charge ← two seconds, tap →, ←, →, K

Heartbreak Despair
Charge ← two seconds, tap →, ←, →, P

Killer Combos

Five-Hit Psycho Attack

Jump in deep, tap HK

Tap LP

Motion → ↘ ↓ ↘ → HP for three hits

Six-Hit Punching Knee Combo

Jump in deep, tap HK

Tap LP

Tap LP

Tap LP

Tap ←, →, LK for two hits

Eleven-Hit Super Knee Pressure

Note: Your Super Combo Level Gauge must be at Level Three in order to perform this combo.

Jump in deep, tap HK

Hold ↙, tap LP

Hold ↙, tap LK, two-in-one

Tap →, ←, →, ←, (LK HK) for eight hits

LARGEST SELECTION OF MUSIC STUFF

WIN OVER $25,000 IN PRIZES

Have you ever dreamed of owning the ultimate gaming rig or home theater system? Here is your opportunity!! If you win, we give you a budget and you go on a shopping spree. Tailor your package exactly how you want it. We do not want to pick your prizes for you. You get what you want. The packages described below are examples of what you could buy with your winnings.

CONTEST 1 - VIDEO GAMES

Sony Playstation 2, Sega Dreamcast, PS1, and GameCube. Get all four or trade what you don't want for cash. Options include plenty of games, accesories and 36" monitor. Base prize package value $1400.

CONTEST 2 - COMPUTER

700 MHz, 128 mb RAM, 27 gig hard drive,8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value $2600.

CONTEST 3 - HOME THEATER

60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, HI-FI VCR and tower speakers. Options include Sattelite TV and camcorder. Base prize package value $7475.

Make It Happen. All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at $2 each and a tie-breaker at $1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 59% attain the highest score in phase 1, 47% in phase 2, 39% in phase 3 and 34% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle. All entries must be post marked by March 25, 2001. ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY. WE WILL NOT ACCEPT CANADIAN CHECKS.

PRIZE PUZZLE

WORD LIST

TOWER	- P	LEGAL	- Y
EARTH	- X	EMPTY	- V
WORLD	- U	WATER	- T
SPACE	- W	COAST	- A
~~HAPPY~~	- O	FIELD	- B
SHARE	- Z	BLADE	- D

		T			
H	A	P	P	Y	O
	L				
			S		
				L	

SECRET WORD →

SECRET WORD CLUE:

What comes after yesterday but before tomorrow?

Clip This Order Form And Mail It

DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue.

ENTER ME IN THE FOLLOWING CONTESTS:

☐ ($3) Video Game ☐ ($3) Home Theater

☐ ($3) Computer ☐ ($5) Enter All Three

102

Name

Mailing Address Apartment #

City State Zip

Area Code Phone Number

SEND CASH, MONEY ORDER OR CHECK TO:

ELATION, P.O. BOX 44213 DEPT 954, EDEN PRAIRIE, MN 55344

This puzzle is void where prohibited. Employees of Elation, Inc and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Elation is not responsible for lost, delayed or stolen mail. Winners will be determined no later than December 01, 2001. This contest is open to residents of the U.S. and Canada only. If you are under 18, you must have parents permission to play. © 2000 Elation, Inc.

Value of prize packages as follows: Video Game package $1400 base prize, bonus options $2350, cash options $1250. Computer package $2600 base prize, bonus options $2850, cash options $1250. Home theater package $7475 base prize, bonus options $6375, cash options $1250. For any questions e-mail us at elation@uswest.net. or call us at 952-826-0033.

Ryuji Yamazaki

Ryuji is an excellent character to play come-and-get-me with. His moves can be held almost indefinitely, allowing you to get a perfect timed hit almost every time. But his range and ability to combo are limited, so be sure to defend yourself. His Guillotine Super Special Move is very effective and also lands as a distance attack.

Special Moves

High Serpent Charmer*
Motion ↓ ↙ ← LP
Note: You can charge LP indefinitely before executing the move.

Medium Serpent Charmer*
Motion ↓ ↙ ← HP
Note: You can charge HP indefinitely before executing the move.

Low Serpent Charmer*
Motion ↓ ↙ ← LK
Note: You can charge LK indefinitely before executing the move.
** Note: Tap HK to cancel any Serpent Charmer you are charging.*

Judgment Dagger
Motion → ↘ ↓ ↘ → P

Sadomaso
Motion ← ↙ ↓ ↘ → K
Note: This move is a taunt unless you're attacked by an opponent; then it's a counter.

Double Counter
Motion ↓ ↘ → P
Note: This move can also reflect projectiles.

Serpent Charge
Motion ← ↙ ↓ ↙ ← P
Note: You can charge P indefinitely before releasing the move.

Exploding Kick
Motion → ← → K

Super Special Moves

Guillotine
Motion → ← ↙ ↓ ↘ P

Drill
When in close, motion ↑ ↖ ← ↙ ↓ ↘ → ↗ ↑ P
Note: Tap P rapidly for different, more powerful attacks.

Killer Combos

Four-Hit Jump-In Dagger Combo

Jump in deep, tap HK

Tap HP

Motion → ↓ ↘ HP for two hits

Fifteen-Hit Super Guillotine Slash

Note: Your Super Combo Level Gauge must be at Level Three in order to perform this combo.

Jump in deep, tap HK

Tap HP

Motion → ← ↙ ↓ ↘ (LP HP) for 13 hits

Rugal

Rugal's quick, powerful moves are hard to defend against, making him an offensive juggernaut—no wonder he was the boss of SNK's King of Fighters Dream Match 1999. When timed correctly, the Dark Barrier is a terrific defensive move, both for reflecting projectiles and harming airborne would-be attackers. His projectile and charging attacks make him a good character for fighting at a distance.

Special Moves

Reppuken
Motion ↓ ↘ → P

Caesar Wave
Motion → ← ↙ ↓ ↘ → P
Note: You can charge P before releasing the move.

Caesar Press
Motion → ↘ ↓ ↙ ← P

Dark Barrier
Motion ← ↙ ↓ ↘ → K

Genocide Cutter
Motion → ↘ ↓ ↘ → K

Super Special Moves

Gigantic Pressure
Motion ↓ ↘ → ↘ ↓ ↙ ← P

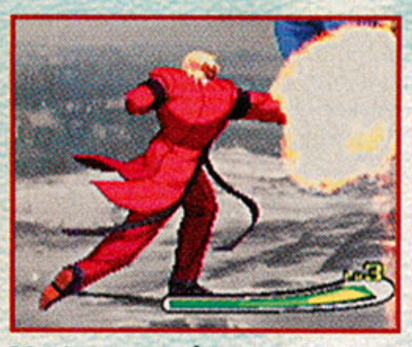
Genocide Heaven
Motion ↓ ↘ → ↓ ↘ → K

Killer Combos

Four-Hit Punch Press

Jump in deep, tap HK

Hold ↓, tap HP

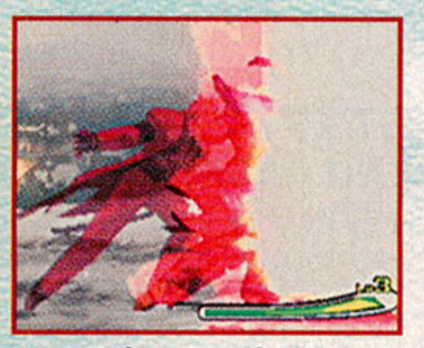

Motion → ↘ ↓ ↙ ← HP for two hits

Five-Hit Super Gigantic Attack

Note: Your Super Combo Level Gauge must be at Level Three in order to perform this combo.

Jump in deep, tap HK

Tap HP


Motion ↓ ↘ → ↘↓ ↙ ← (LP HP) for three hits

Ten-Hit Screaming Punch Combo

Note: Your Super Combo Level Gauge must be at Level Three in order to perform this combo.

Jump in deep, tap HP

Hold ↓, tap LP

Hold ↓, tap LP, two-in-one

Motion ↘ → ↓ ↘ → (LK HK) for seven hits

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DOA2 HARDCORE

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4 tag battle stag

new tag battle combos

the return of Bayman the return of Bayman the return of Bayman

more skin

new reversals

censorship team ninja rules no censorship team ninja rules

3 1 7 3 2 7 4 6 2 2

S.W.A.T.PRO

Submit your hottest S.W.A.T.Pro tips! Each month, the reader with the winning tip will receive a product from Capcom, which features such high-quality games as *Power Stone 2* for the Dreamcast! Runners-up receive a *GamePro* T-shirt.

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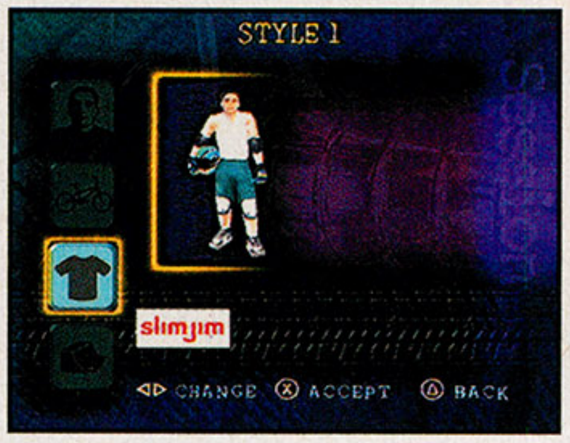
PlayStation

Dave Mirra Freestyle BMX

All Bikes, All Styles, and Play as Slim Jim

All Bikes: At the bike selection screen, **press Up, Left, Up, Down, Up, Right, Left, Right,** ○. If you entered the code correctly, you'll hear a sound.



All Styles: At the style selection screen, **press Left, Up, Right, Down, Left, Down, Right, Up, Left,** ○. If you entered the code correctly, you'll hear a sound and all styles will now be unlocked.

Play as Slim Jim: At the rider selection screen, **press Down, Down, Left, Right, Up, Up,** ○. If you entered the code correctly, you'll hear a sound.

READER TIP OF THE MONTH

PlayStation

Tony Hawk's Pro Skater 2

Gain Weight, Play as Spider-Man, and More

Pause the game, then enter any of the following codes to activate these cheats. If the code is entered correctly, the screen will shake. Unpause the game to activate the codes.

Gain Weight: Pause the game, **press and hold L1, then press** ×, ×, ×, ×, **Left,** ×, ×, ×, ×, **Left,** ×, ×, ×, ×, **Left.**

Note: You can repeat this code to make your skater even bigger.

Infinite Special Bar: Pause the game, **press and hold L1, then press** ×, △, ○, ○, **Up, Left,** △, □.

Lose Weight: Pause the game, **press and hold L1, then press** ×, ×, ×, ×, □, ×, ×, ×, ×, □, ×, ×, ×, ×, □.

Note: You can repeat this to make your skater even thinner.

Maximum Stats: After activating the Infinite Special Bar cheat (see above), pause the game, **press and hold L1, then press Up,** □, △, **Up, Down.**

Raise All Stats to 10: Pause the game, **press and hold L1, then press** ×, △, ○, □, △, **Up, Down.**

Speed Up Game: Pause the game, **press and hold L1, then press Down,** □, △, **Right, Up,** ○, **Down,** □, △, **Right, Up,** ○.

Toggle Blood: Pause the game, **press and hold L1, then press Right, Up,** □, △.

Play as Spider-Man: To unlock Spider-Man as a playable character, you must get 100 percent completion on all levels with a custom-created character.

Spider-Man's Specials

Spidey Flip: Press ↑, ↓, Grab Trick.

Does Whatever a Spider Can: Press ←, →, Kick Trick.

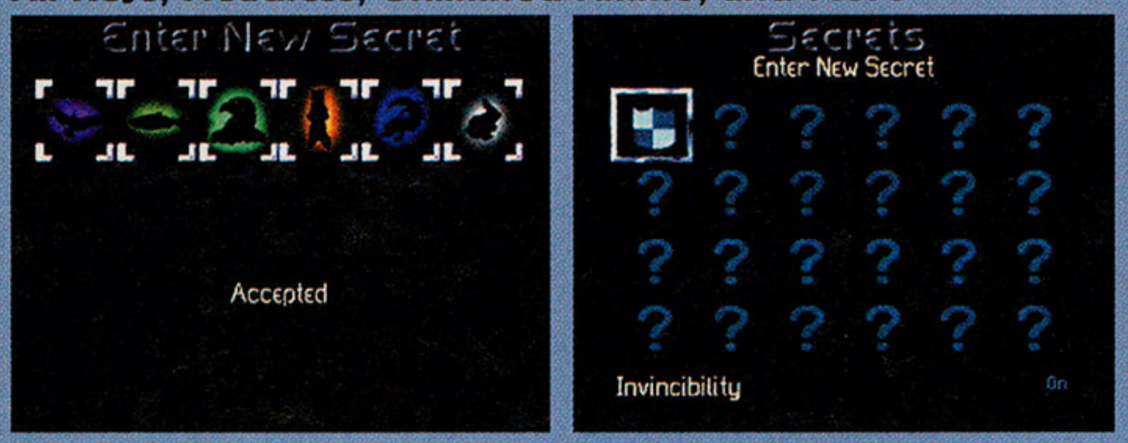
Spidey Grind: Press ←, →, Grab.

Jacob Rummelhart
Denver, CO

Nintendo 64

Turok 3: Shadow of Oblivion

All Keys, Headless, Unlimited Ammo, and More



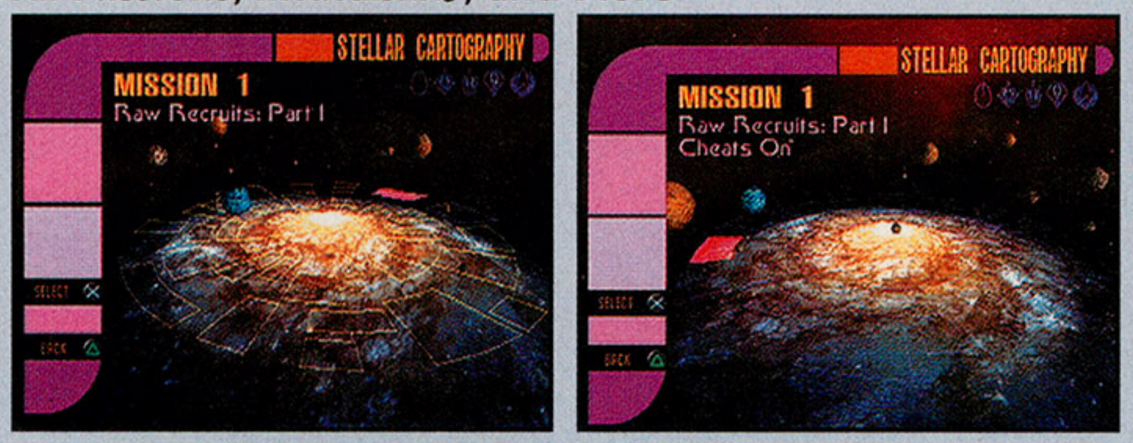
At the main menu, choose Secrets, then select, "Enter New Secret." Choose the following icons to unlock these cheats. If you entered the correct combination, the screen will read, "Accepted," and the cheat will now be available at the Secrets screen. To activate the cheat, highlight the unlocked cheat and **press A**. The Eagle icon is at the far right on the bottom row. The Hawk icon is second from the left in the middle row. The Raven icon is second from the right in the middle row. The Wolf icon is at the far right of the middle row. The Coyote icon is at the far left of the bottom row.

All Keys:	`Lizard, Dragonfly, Horse, Bear, Frog, Elk`
All Weapons:	`Owl, Bear, Owl, Insect, Hawk, Owl`
Big Hands and Feet:	`Lizard, Lizard, Dragonfly, Horse, Lizard, Coyote`
Big Head:	`Cougar, Wolf, Snake, Rabbit, Lizard, Coyote`
Deathmatch Mannequins:	`Snake, Bull, Snake, Frog, Bear, Elk`
Gasping Mode:	`Dragonfly, Bull, Rabbit, Salmon, Eagle, Raven`
Headless:	`Lizard, Elk, Eagle, Owl, Salmon, Horse`
Invincibility:	`Raven, Salmon, Eagle, Bear, Lizard, Rabbit`
Menu Madness:	`Rabbit, Owl, Horse, Insect, Bear, Bear`
Pen and Ink Mode:	`Cougar, Horse, Elk, Fish, Cougar, Hawk`
Shorty Mode:	`Frog, Frog, Salmon, Insect, Wolf, Cougar`
Skinny Mode:	`Horse, Eagle, Snake, Cougar, Insect, Salmon`
Unlimited Ammo:	`Salmon, Elk, Bull, Snake, Eagle, Salmon`
View Credits:	`Elk, Elk, Elk, Elk, Elk, Elk`
Warp Level 1:	`Frog, Elk, Horse, Dragonfly, Wolf, Rabbit`
Warp Level 2:	`Owl, Owl, Horse, Elk, Elk, Elk`
Warp Level 3:	`Owl, Rabbit, Bear, Insect, Frog, Cougar`
Warp Level 4:	`Bear, Horse, Raven, Eagle, Horse, Coyote`
Warp Level 5:	`Bear, Dragonfly, Horse, Bear, Frog, Elk`

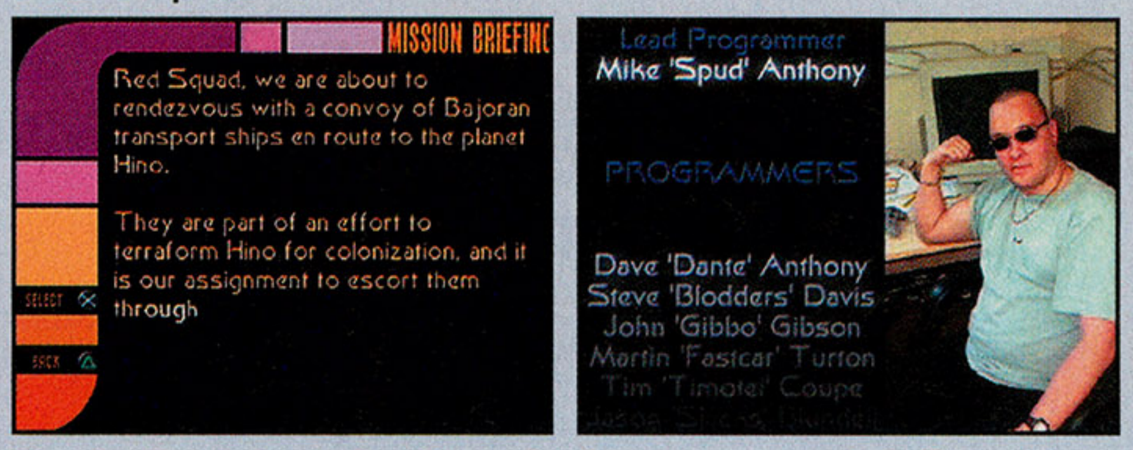
PlayStation

Star Trek: Invasion

All Missions, Invincibility, and More



Unlock Everything: At the Stellar Cartography (mission selection) screen, **press Up, Left, Down, Right, Up, Right, Down, Left, Up, then simultaneously press L1 and R1, then simultaneously press L2 and R2.** If you entered the code correctly, the screen will flash and "Cheats On" will appear below the mission name. You can now choose any mission by **pushing Left or Right.** To activate the now-unlocked cheats—one-hit kills, invincibility, and all weapons—pause the game, choose Cheat Screen, then highlight the cheats and **press** ×.



Play Credits Movie: At the Mission Briefing screen, **press Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, Up, Down.** If you entered the code correctly, the credits movie will automatically play.

PlayStation

NFL Blitz 2001

Fast Passes, Invisible, Snow Field, Ultra-Hard Mode, and More

At the VS screen, you must **press the Turbo, Jump, and Pass buttons** to change the three icons located under the helmets. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, **press the directional pad in the indicated direction to enable the code.** If you entered the code correctly, you'll see the name of the code and hear a chime. For example, to enter 1-2-3 Left, **press Turbo once, Jump twice, Pass three times, and Left on the directional pad.**

Cheat	Turbo	Jump	Pass	Direction
Allow Stepping Out of Bounds:	2	1	1	Left
Always Quarterback:	2	2	2	Left
Always Receiver:	2	2	2	Right
Astroturf Field:	3	0	1	Up
Big Football:	0	5	0	Right
Big Head:	2	0	0	Right
Blitz Grass Field:	3	0	0	Up
Deranged Blitz Mode:	2	1	2	Down
Dirt Field:	3	0	4	Up
Fast Passes:	2	5	0	Left
Fast Turbo Running:	0	3	2	Left
Hide Receiver Name:	1	0	2	Right
Huge Head:	0	4	0	Up
Hyper Blitz:	5	5	5	Up
Ice Field:	3	0	2	Up
Infinite Turbo:	5	1	3	Up
Invisible:	4	3	3	Up
No CPU Assistance:	0	1	2	Down
No First Downs:	2	1	0	Up
No Interceptions:	3	4	4	Up
No Play Selection:	1	1	5	Left
No Punting:	1	5	1	Up
No Random Fumbles:	4	2	3	Down
Power Up Blockers:	3	1	2	Left
Power Up Defense:	4	2	1	Up
Power Up Offense:	3	1	2	Up
Power Up Speed:	4	0	4	Left
Power Up Teammates:	2	3	3	Up
Red, White, and Blue Football:	3	2	3	Left
Show Field Goal Percentage:	0	0	1	Down
Show More Field:	0	2	1	Right
Show Punt Hang Meter:	0	0	1	Right
Smart CPU Opponent:	3	1	4	Down
Snow Field:	3	0	3	Up
Super Blitzing:	0	4	5	Up
Super Blitz Mode:	4	4	4	Up
Super Field Goals:	1	2	3	Left
Super Passing Mode:	4	2	3	Right
Team Big Heads:	2	0	3	Right
Team Big Players:	1	4	1	Right
Team Tiny Players:	3	1	0	Right
Tournament Mode:	1	1	1	Down
Ultra-Hard Mode:	3	2	3	Up
Unlimited Throwing Distance:	2	2	3	Right
Weather—Clear:	2	1	2	Left
Weather—Rain:	5	5	5	Right
Weather—Snow:	5	2	5	Down

PlayStation

Hot Shots Golf 2

Unlock All Characters, Courses, and Equipment

At the main menu, choose New Game, and input 2GSH as your name. If you entered the code correctly, all courses, characters, clubs, and balls will be available.

Dreamcast

NFL Blitz 2001

Fast Passes, Invisible, Ultra-Hard Blitz, and More

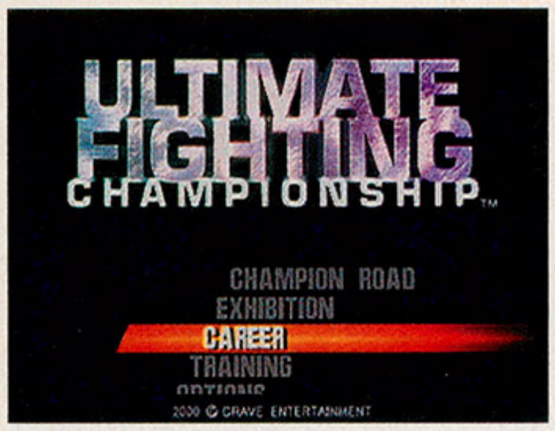
At the VS screen, you must **press the Turbo, Jump, and Pass buttons** to change the three icons located underneath the helmets. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, **press the directional pad in the indicated direction to enable the code.** If you entered the code correctly, you'll see the name of the code and hear a chime. For example, to enter 1-2-3 Left, **press Turbo once, Jump twice, Pass three times, and Left on the directional pad.**

Cheat	Turbo	Jump	Pass	Direction
Allow Stepping Out of Bounds:	2	1	1	Left
Always Quarterback:	2	2	2	Left
Big Football:	0	5	0	Right
Deranged Blitz:	2	1	2	Down
Fast Passes:	2	5	0	Left
Fast Turbo Running:	0	3	2	Left
Headless Team:	1	2	3	Right
Hide Receiver Name:	1	0	2	Right
Hyper Blitz:	5	5	5	Up
Infinite Turbo:	5	1	4	Up
Invisible:	4	3	3	Up
Late Hits:	0	1	0	Up
Mystery Ball:	3	2	3	Left
No CPU Assistance:	0	1	2	Down
No First Downs:	2	1	0	Up
No Head:	3	2	1	Left
No Interceptions:	3	4	4	Up
No Play Selection:	1	1	5	Left
No Punting:	1	5	1	Up
No Random Fumbles:	4	2	3	Down
Power Up Blockers:	3	1	2	Left
Power Up Defense:	4	2	1	Up
Power Up Offense:	3	1	2	Up
Power Up Speed:	4	0	4	Left
Power Up Teammates:	2	3	3	Up
Show Field Goal Percentage:	0	0	1	Down
Show More Field:	0	2	1	Right
Smart CPU Opponent:	3	1	4	Down
Super Blitzing:	0	4	5	Up
Super Blitz Mode:	4	4	4	Up
Super Field Goals:	1	2	3	Left
Super Passing:	4	2	3	Right
Tournament Mode:	1	1	1	Down
Ultra-Hard Blitz:	3	2	3	Up
Unlimited Throwing Distance:	2	2	3	Right
Weather—Rain:	5	5	5	Right
Weather—Snow:	5	2	5	Down

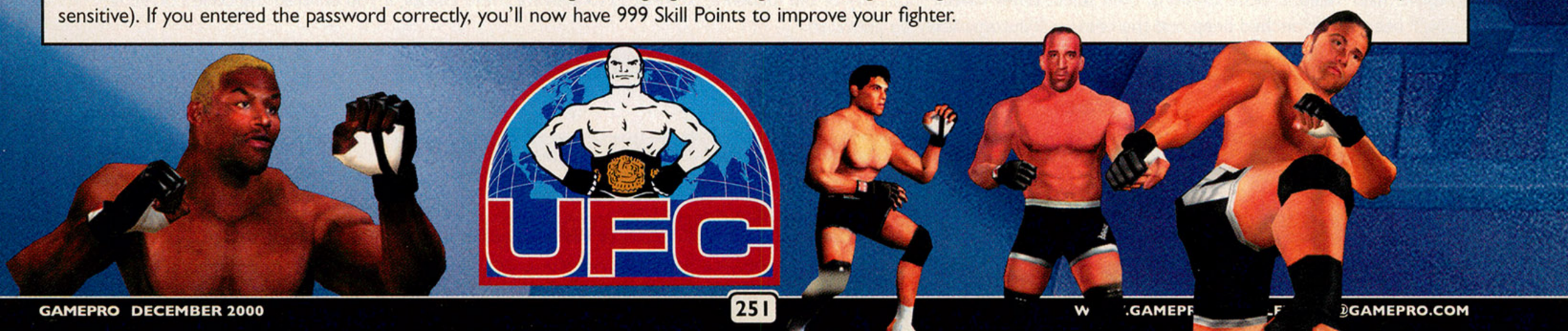
Dreamcast

Ultimate Fighting Championship

999 Skill Points



At the main menu choose Career, then select Make New Fighter. Highlight "Settings" and change the fighter's first name to `Best` and his last name to `Buy` (case sensitive). If you entered the password correctly, you'll now have 999 Skill Points to improve your fighter.



Nintendo 64

NFL Blitz 2001

Fast Passes, Invisible, No Head, and More

At the VS screen, you must **press the Turbo, Jump, and Pass buttons** to change the three icons located underneath the helmets. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, **press the directional pad in the indicated direction to enable the code.** If you entered the code correctly, you'll see the name of the code and hear a chime. For example, to enter 1-2-3 Left, **press Turbo once, Jump twice, Pass three times, and Left on the directional pad.**

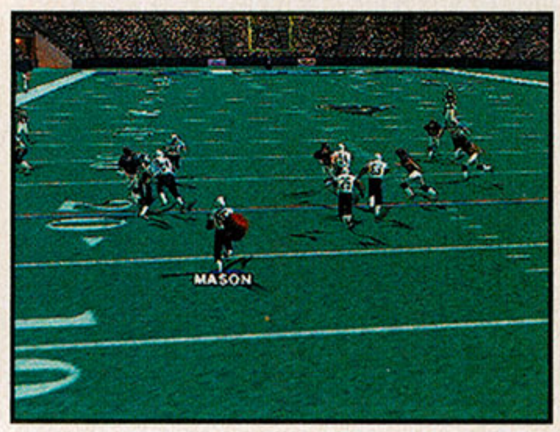
Cheat	Turbo	Jump	Pass	Direction
Allow Stepping Out of Bounds:	2	1	1	Left
Always Receiver:	2	2	2	Right
Baseball Stadium:	5	0	2	Left
Big Football:	0	5	0	Right
Fast Passes:	2	5	0	Left
Fast Turbo Running:	0	3	2	Left
Fog On:	0	3	0	Down
Headless Team:	1	2	3	Right
Hide Receiver Name:	1	0	2	Right
Huge Head:	0	4	0	Up
Hyper Blitz:	5	5	5	Up
Infinite Turbo:	5	1	4	Up
Invisible:	4	3	3	Up
Late Hits:	0	1	0	Up
No CPU Assistance:	0	1	2	Down
No First Downs:	2	1	0	Up
No Head:	3	2	1	Left
No Interceptions:	3	4	4	Up
No Play Selection:	1	1	5	Left

Cheat	Turbo	Jump	Pass	Direction
No Punting:	1	5	1	Up
No Random Fumbles:	4	2	3	Down
Power Up Blockers:	3	1	2	Left
Power Up Defense:	4	2	1	Up
Power Up Offense:	3	1	2	Up
Power Up Speed:	4	0	4	Left
Power Up Teammates:	2	3	3	Up
Show Field Goal Percentage:	0	0	1	Down
Smart CPU Opponent:	3	1	4	Down
Super Blitzing:	0	4	5	Up
Super Field Goals:	1	2	3	Left
Super Passing:	4	2	3	Right
Team Big Heads:	2	0	3	Right
Team Tiny Players:	3	1	0	Right
Tournament Mode:	1	1	1	Down
Turn Off Stadium:	5	0	0	Left
Weather—Clear:	2	1	2	Left
Weather—Snow:	5	2	5	Down

Nintendo 64

NFL Quarterback Club 2001

Big Football, More Fumbles, Rugby Mode, and More



At the main menu, choose Options, then select Enter Cheat. Input any of the following passwords to activate these cheats. If you entered the code correctly, you'll hear a high-pitched beep and the cheat will automatically be activated.

Big Football:	BCHBLL
Flubber Ball:	FLBBR
More Fumbles:	BTTRFNGRS
More Injuries:	HSPTL
Rugby Mode:	RGBY

NFL QB CLUB 2001

PlayStation

Kurt Warner's Arena Football Unleashed

Hyper Blitz, Super Passing Mode, Team Big Heads, and More

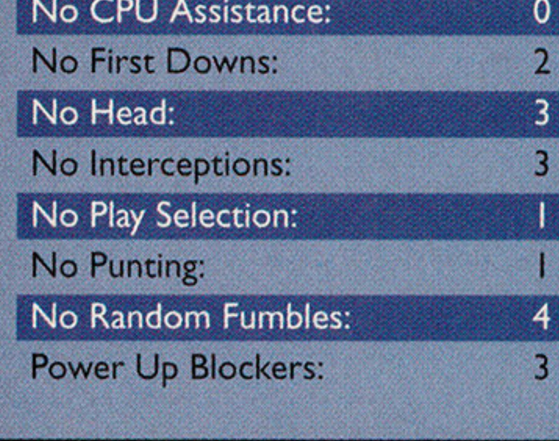
At the VS screen, you must **press the Turbo, Jump, and Pass buttons** to change the three icons located underneath the team icons. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, **press the directional pad in the indicated direction to enable the code.** If you entered the code correctly, you'll see the name of the code and hear a chime. For example, to enter 1-2-3 Left, **press Turbo once, Jump twice, Pass three times, and Left on the directional pad.**

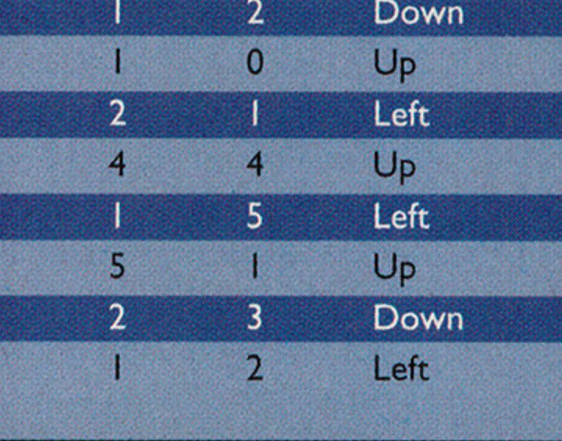
Cheat	Turbo	Jump	Pass	Direction
Allow Stepping Out of Bounds:	2	1	1	Left
Always Quarterback:	2	2	2	Left
Always Receiver:	2	2	2	Right
Big Football:	0	5	0	Right
Big Head:	2	0	0	Right
Deranged Blitz Mode:	2	1	2	Down
Fast Passes:	2	5	0	Left
Fast Turbo Running:	0	3	2	Left
Headless Team:	1	2	3	Right
Hide Receiver Name:	1	0	2	Right
Huge Head:	0	4	0	Up
Hyper Blitz:	5	5	5	Up
Infinite Turbo:	5	1	3	Up
Invisible:	4	3	3	Up
No CPU Assistance:	0	1	2	Down
No First Downs:	2	1	0	Up
No Head:	3	2	1	Left
No Interceptions:	3	4	4	Up
No Play Selection:	1	1	5	Left
No Punting:	1	5	1	Up
No Random Fumbles:	4	2	3	Down
Power Up Blockers:	3	1	2	Left
Power Up Defense:	4	2	1	Up
Power Up Offense:	3	1	2	Up
Power Up Speed:	4	0	4	Left
Power Up Teammates:	2	3	3	Up
Show Field Goal Percentage:	0	0	1	Down
Show More Field:	0	2	1	Right
Show Punt Hang Meter:	0	0	1	Right
Smart CPU Opponent:	3	1	4	Down
Super Blitzing:	0	4	5	Up
Super Blitz Mode:	4	4	4	Up
Super Field Goals:	1	2	3	Left
Super Passing Mode:	4	2	3	Right
Team Big Heads:	2	0	3	Right
Team Big Players:	1	4	1	Right
Team Tiny Players:	3	1	0	Right
Tournament Mode:	1	1	1	Down
Ultra-Hard Mode:	3	2	3	Up
Unlimited Throwing Distance:	2	2	3	Right
Weather—Clear:	2	1	2	Left
Weather—Rain:	5	5	5	Right
Weather—Snow:	5	2	5	Down

Nintendo 64

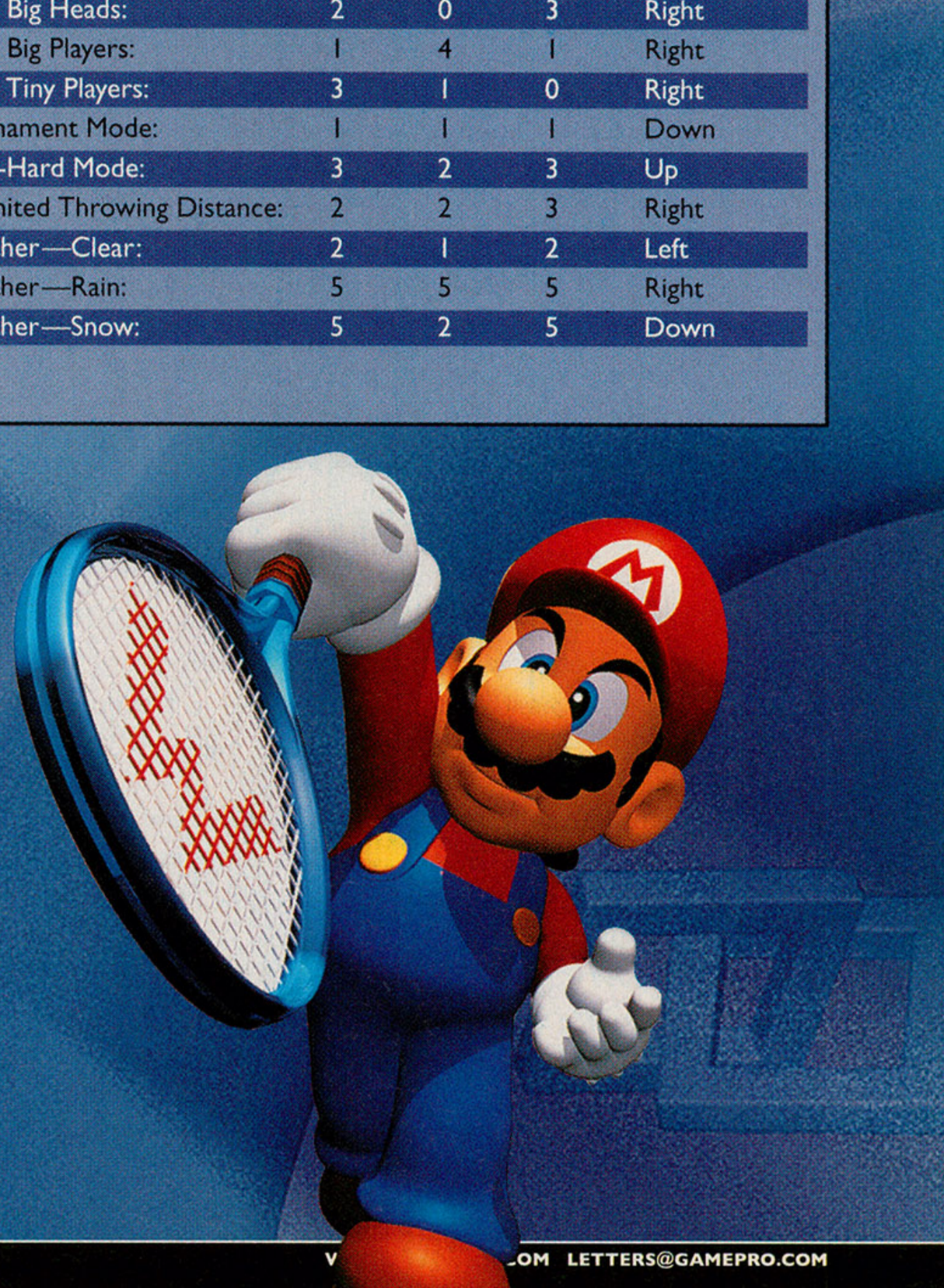
Mario Tennis

Play Left Handed





At the Player Select screen, **press and hold L,** then select a player. If you entered the code correctly, an "L" will appear next to the player's name.



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GAMEPRO RATINGS REVIEW

Dear GamePros,

GamePro magazine is your source for gaming information. You can use it to be sure that the games you choose to play contain the content and gameplay you find enjoyable. Selecting the right game also involves knowing if titles are appropriate for your age group or the age group of your favorite GamePro. These days, an underage gamer really has no excuse for purchasing, or being sold, a Mature-rated game—but sometimes the ESRB rating can get lost in the mass of information that's available within a ProReview. To help clarify the situation, *GamePro* is now displaying more prominently than ever the ESRB (Entertainment Software Rating Board) ratings in every ProReview—but it's up to you to use the ratings responsibly. Great games are out there, so be smart about the those you choose to play.

Sincerely,

Wes Nihei, Editor-in-Chief
GamePro magazine

ESRB RATINGS REVIEW

Much like the movie industry, the interactive electronic entertainment industry adheres to a voluntary rating system developed by the Entertainment Software Rating Board (ESRB) so consumers know what to expect before buying a video or PC game. Each game reviewed in *GamePro* includes the ESRB's rating, which indicates the gamer's recommended age level. Following is a quick key to the most common ratings; for complete descriptions, check out the ESRB's Web site at **www.esrb.org** or call 800/771-3772 for more information.

MATURE M CONTENT RATED BY ESRB

Games rated **MATURE** are appropriate for older gamers, generally 17 and up. Much like an R-rated film, Mature-rated games may contain more intense depictions of violence, stronger language, and, on rare occasions, sexual themes. Gory fighting games and horror adventure titles are the most common Mature-rated products.

TEEN T CONTENT RATED BY ESRB

Games rated **TEEN** are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes similar to what may be in a PG or PG-13 movie. Most one-on-one fighting games earn a Teen rating as do many outer-space shooting games.

EVERYONE E CONTENT RATED BY ESRB

Games rated **EVERYONE** are fine for ages 6 and up. Like a G-rated film, they may contain minimal violence, comic mischief, and/or perhaps some mild language. Most racing, puzzle, platform, and sports games fall into this category.

RATING PENDING RP Visit www.esrb.org or call 1-800-771-3772 for more info CONTENT RATED BY ESRB

Some of the season's most anticipated games haven't been rated yet, which means the words **RATING PENDING** may appear in ads or early reviews of these products. When these games are released, look for the actual ESRB rating icon on the game's package or check the ESRB's Web site for updated rating information.

WHERE TO FIND THE RATING

***GamePro* understands that parents care about the content of the video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Below, we've circled this rating in a sample review box to help**

readers locate it throughout *GamePro*. (Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.)

DECEMBER 2000

Below is a list of games reviewed in the December issue of *GamePro* along with each game's ESRB rating:

Blair Witch Volume I: Rustin Parr ..... M
Dino Crisis 2 ..... M
Resident Evil Survivor ..... M
Silent Scope ..... M
Spawn: In the Demon's Hand ..... M
Army Men: Air Attack 2 ..... T
Capcom vs. SNK ..... T
Command & Conquer: Red Alert 2 ..... T
Crimson Skies ..... T
Danger Girl ..... T
Dead or Alive 2: Hardcore ..... T
Dragon Valor ..... T
Final Fantasy IX ..... T
Knockout Kings 2001 ..... T
Medal of Honor Underground ..... T
Orphen: Scion of Sorcery ..... T
Red Dog: Superior Firepower ..... T
Star Trek: Voyager—Elite Force ..... T
Star Wars Episode I: Jedi Power Battles ..... T
Street Fighter III: 3rd Strike ..... T
TimeSplitters ..... T
WCW Backstage Assault ..... T
The World Is Not Enough ..... T
Cool Boarders 2001 ..... E
Crash Bash ..... E
Dave Mirra Freestyle BMX ..... E
ESPN International Track & Field ..... E
ESPN Winter X Games Snowboarding ..... E
F355 Challenge: Passione Rossa ..... E
FIFA 2001: Major League Soccer ..... E
The Legend of Zelda: Majora's Mask ..... E
MotoGP ..... E
NASCAR 2001 ..... E
NBA Live 2001 ..... E
NBA Shootout 2001 ..... E
NFL 2K1 ..... E
NHL 2001 ..... E
Pokémon Gold/Pokémon Silver ..... E
Pokémon Puzzle League ..... E
Spyro: Year of the Dragon ..... E
Armored Core 2 ..... RP
Midnight Club Street Racing ..... RP
Smuggler's Run ..... RP
Summoner ..... RP
WWF No Mercy ..... RP

M=Mature, T=Teen, E=Everyone, RP=Rating Pending

Note: Ratings on reviewed games are subject to change without notice.

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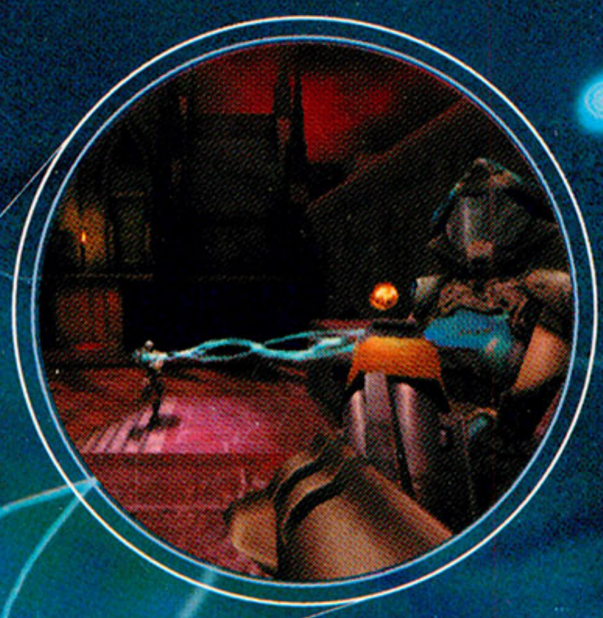

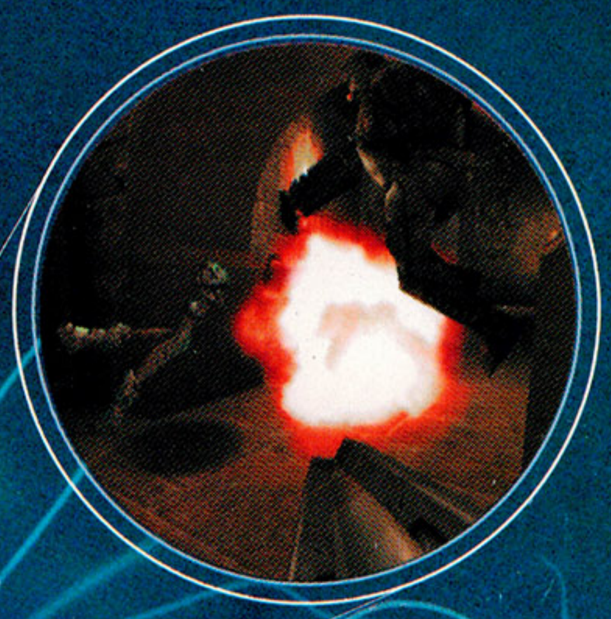

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